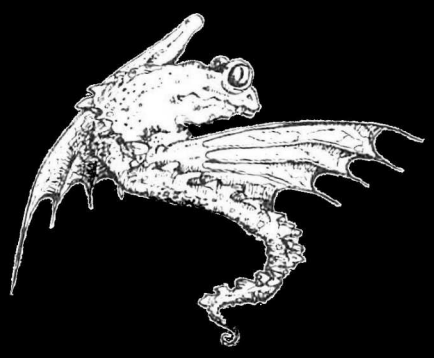
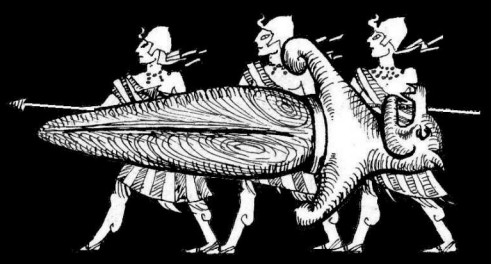
THE FANTASY WORLDS OF POLLY WILSON





ILLUSTRATIONS & ORNAMENTATIONS BY POLLY WILSON (mostly from 1975-85)

- White Dwarf magazine
- Games & Puzzles magazine
- H.P.Gibson board games:
  - Sorcerer's Cave & Mystic Wood
  - Swords & Wizardry
  - Snakes & Ladders and Ludo
  - Westminster
  - Diplomacy
  - 221b Baker Street
- Tunnels & Trolls rule book
- T&T solo adventures:
  - Buffalo Castle, Deathtrap Equaliser & Labyrinth
- Sopwith
- Gamer advertisement & price list
- Leith Brogan
- Clancy Story painting
- Jester card
- Mermaid & Jester card
- Bedtime painting

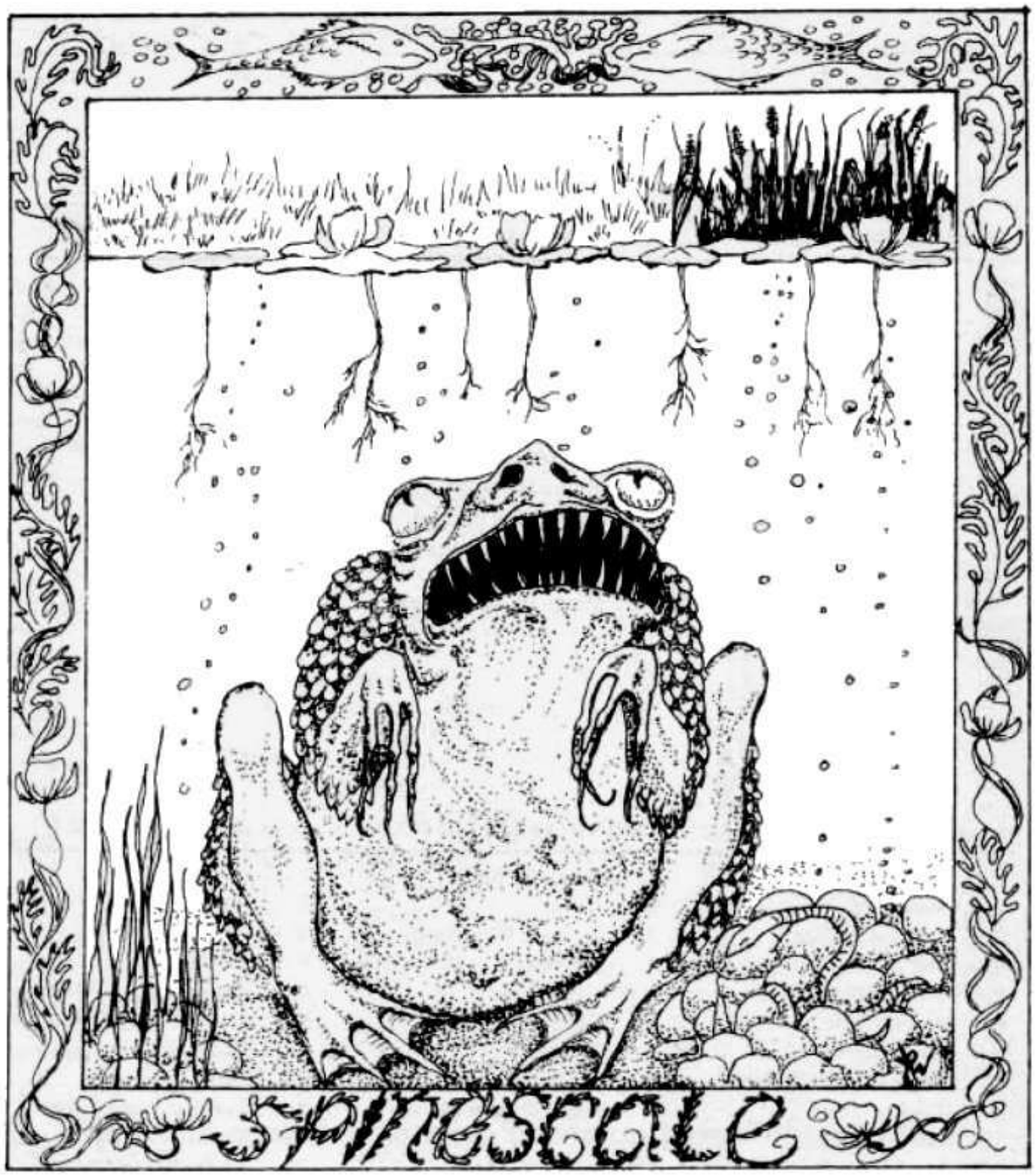
WHITE DWARF

Issue No. 5 Feb/March 1978

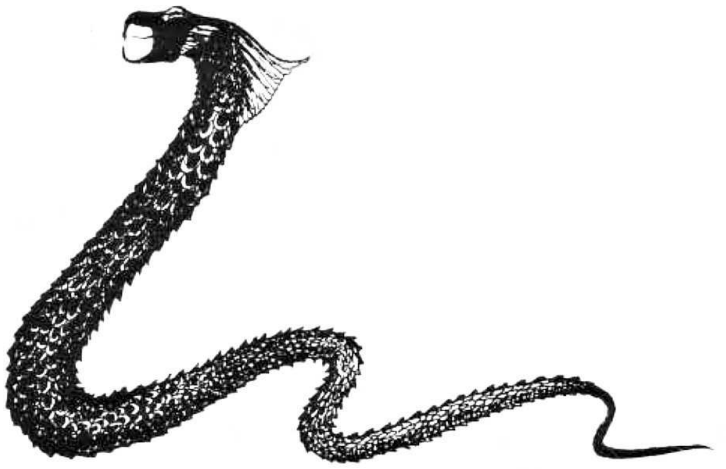
50p/$1.50

The Science Fiction and Fantasy Games Magazine

This Issue ✸ CHIVALRY & SORCERY — Warfare and Wizardry ✸ METAMORPHOSIS ALPHA — Problems of Food and Water ✸ FIGURES REVIEW — Der Kriegspielers


spinescale

BLOODHAWK



DINE STALKER

PW

PW

PW

CHIVALRY
& SORCERY

THE MITE

The Throat Leech

THE BONESNAPPER

THE NEEDLEMAN

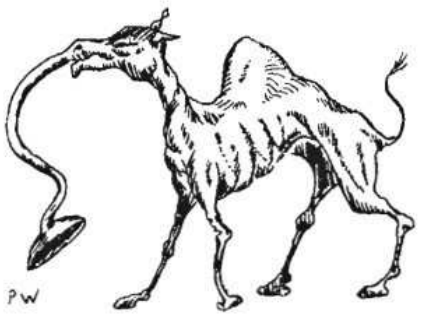
GILLEY

EYE KILLER

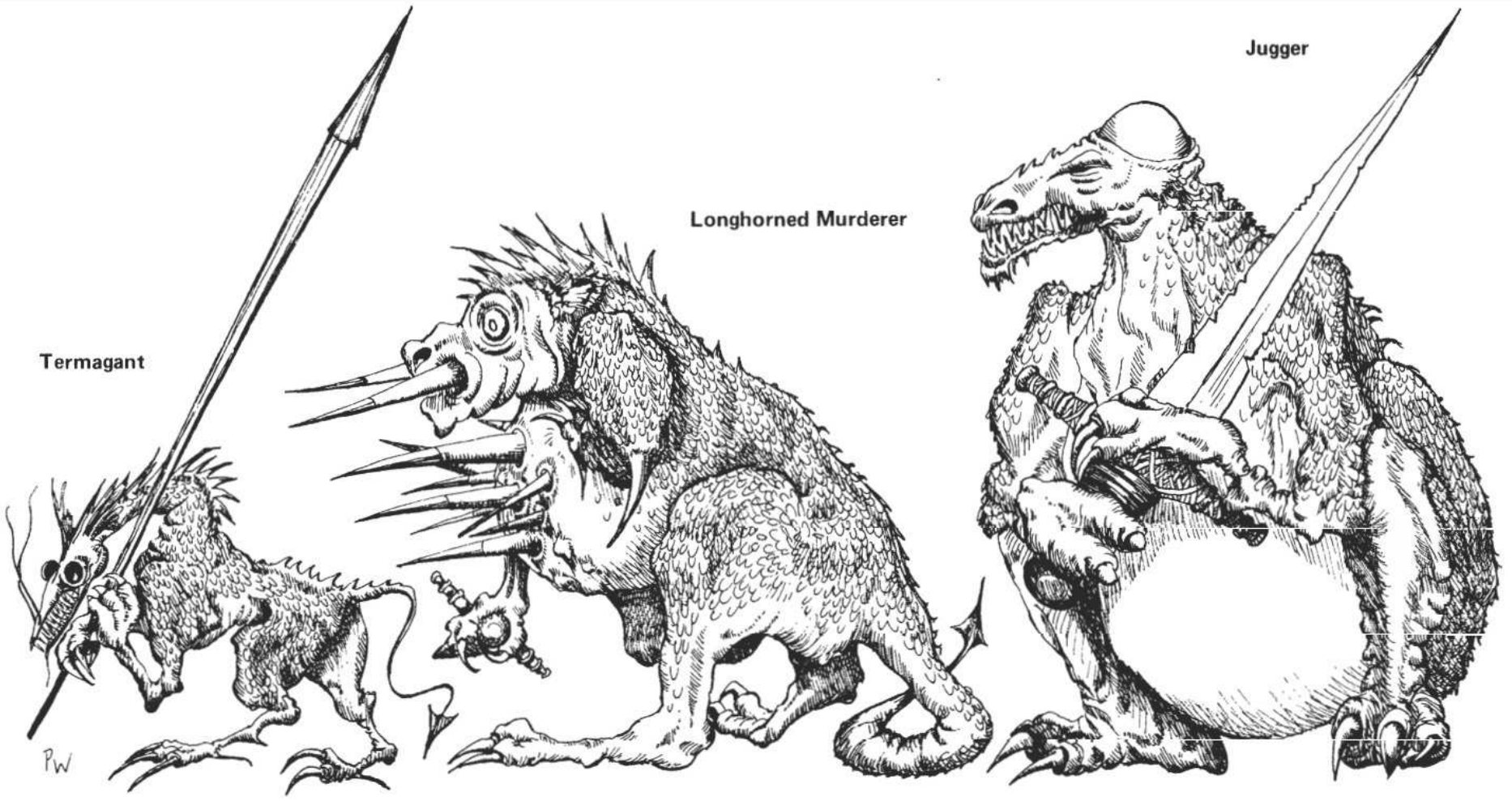
SQUONK

The NILBOG

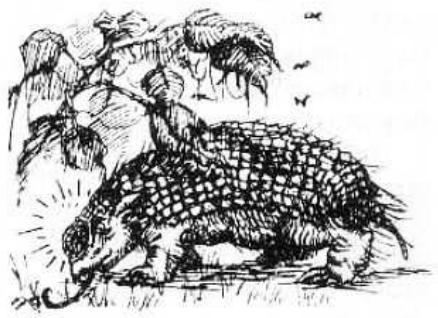
The DISENCHANTER



Feudal Economics in CHIVALRY & SORCERY



CARBUNCLE

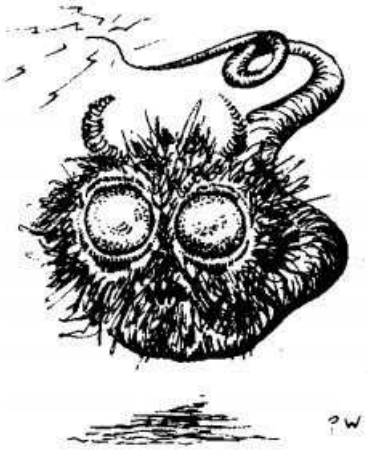


COFFER CORPSE

NECROPHIDIUS

TWEEN

VILT



WITCHA

CYCLOPICUS SYMBIOTICUS

DOKKEN

WITHERWEED

WHIPPER

TURING

STINWICODECH

ROCK BEAST

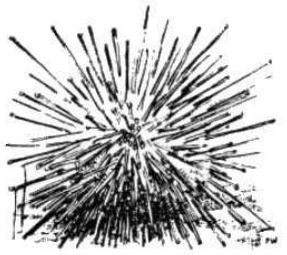
SVART

UMPLEBY

NASMAS

KNIFE FISH

IMORPH



EASTERN SKELETON

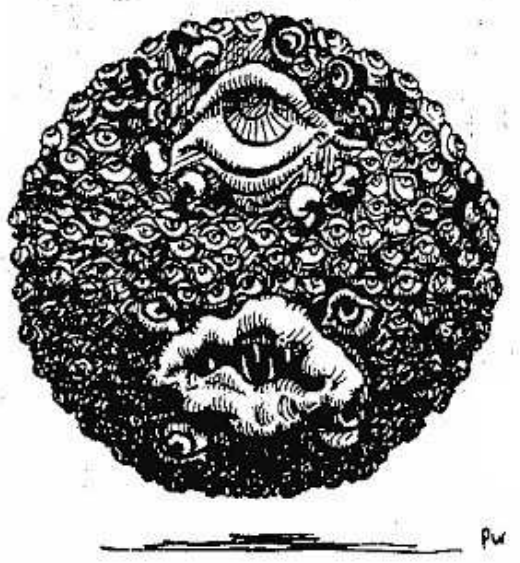
BLINK-SKELETON

FAMILIAR

STAIR STALKER

DOOMBAT

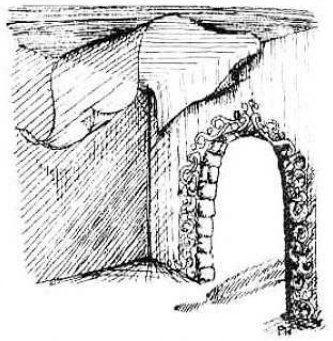
GAZER



DRAGGER

DRAKDI

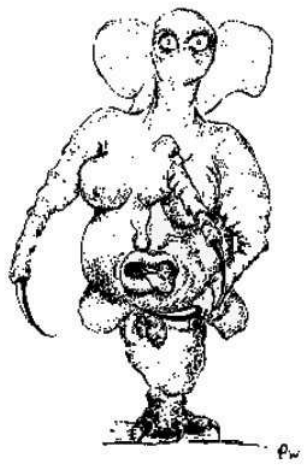
SHEET PHANTOM



DEVIL DOG

BERBALANG

LAUREN

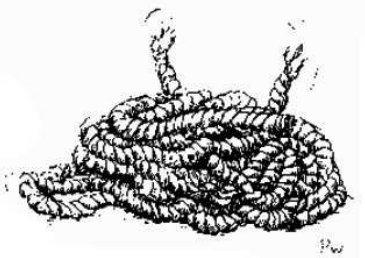


SANDMAN

MIMBLE

STORY BITER

LACIDAN

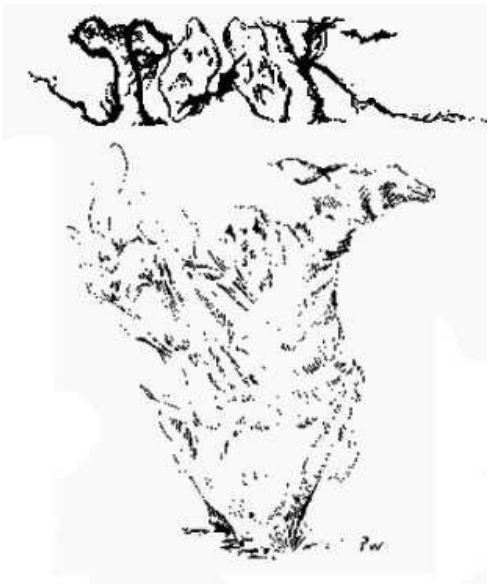


WARLOCK CAT

TERITHRAN

ICE MAIDEN

SHADOW DEMON


SPOOK

DRAGON DOG

TACHARANID

WITHERSTENCH

GURGOTCH

ENERGY CYCLONE

COUERL

HEAT MONSTER

GU'EN–DEEKO

MINDWEB

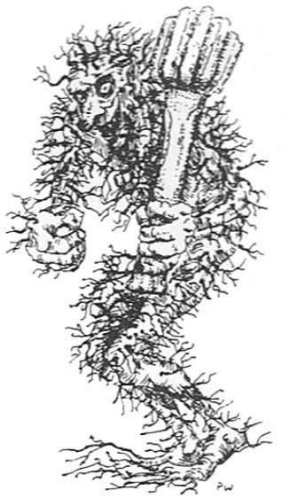
MELODEMON

WERFOX

PHUNG

HOUND of KRENOS

MOORPOKE PEOPLE



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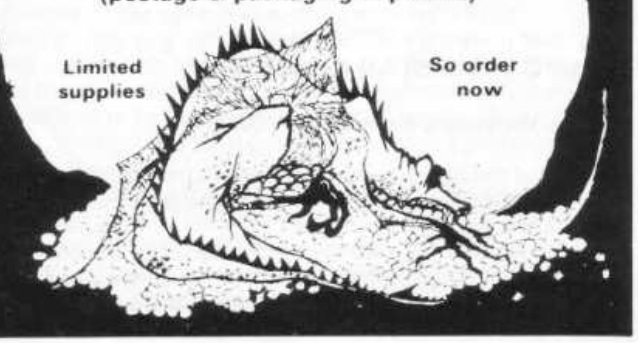


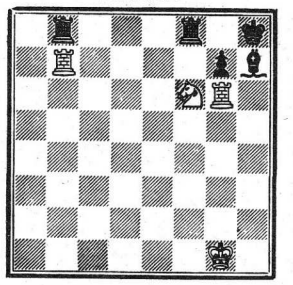
GAMES & PUZZLES

BEAT THE CLOCK

A selection of games' problems in which you are invited to beat the clock. Par time in minutes for each problem is shown on the dial.

CHESS

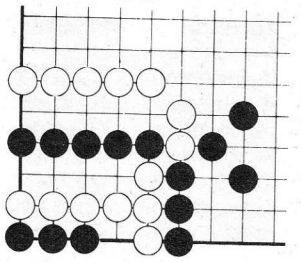
BLACK



WHITE

White, to play, forces mate in three moves. How?

GO



What should White do about his corner group?

ANAGRAM

You are playing a word game and have to find anagrams for each of the following words:

SHIPMATES HARICOT QUARTETS

MASTERMIND

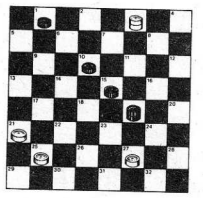
Regular Mastermind: repeated colours but no blanks

BLUE	WHITE	RED	BLACK	XOO
GREEN	BLUE	YELLOW	WHITE	XX
BLUE	BLACK	YELLOW	BLUE	X
BLUE	RED	YELLOW	BLACK	OO
BLUE	BLACK	BLUE	RED	XO
?	?	?	?	XXXX

Find the hidden code

DRAUGHTS

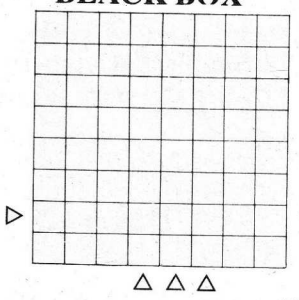
BLACK



WHITE

White to play and win

BLACK BOX



Can you place the four atoms?

SOLUTIONS ON PAGE 50

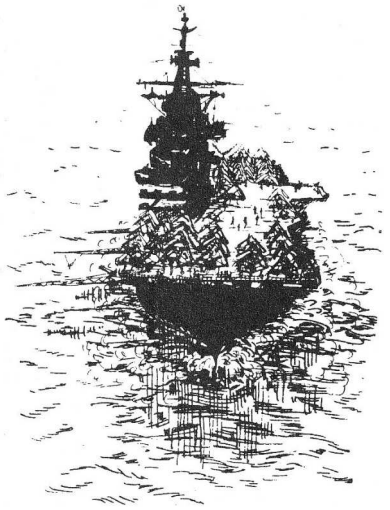
BOGGLE

O	E	S	A
B	T	N	B
E	S	A	L
I	W	E	X

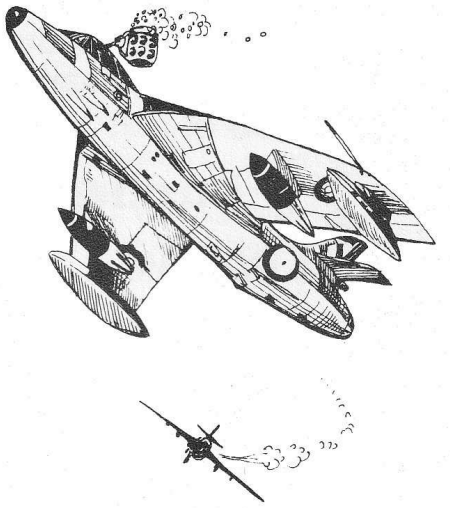
Play and score as in game. Can you reach 35?

parade ground

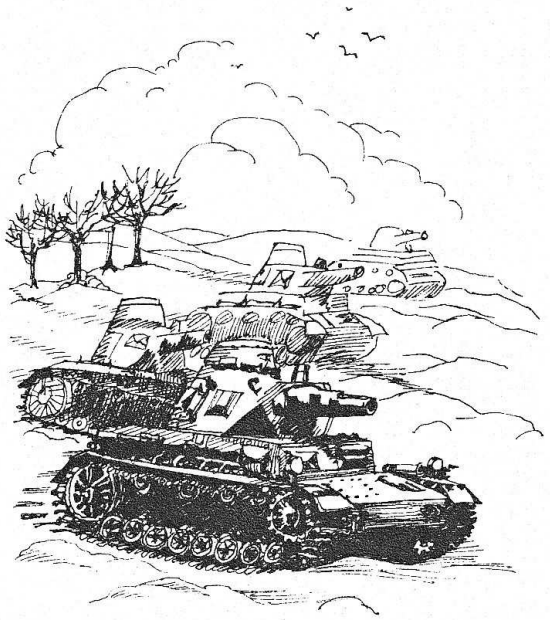
Illustrations by Polly Wilson



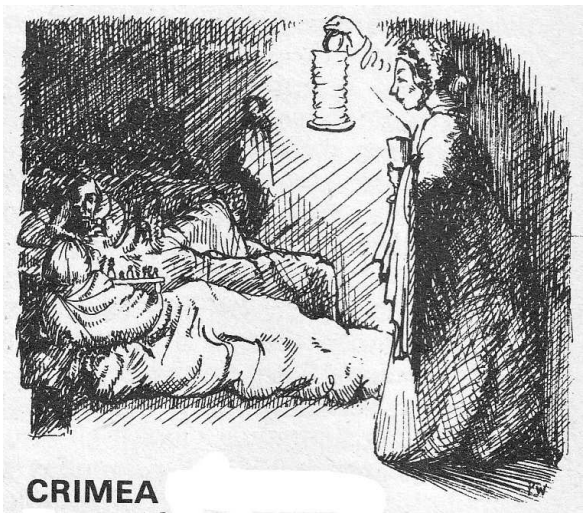
WAR IN THE PACIFIC



AIR WAR



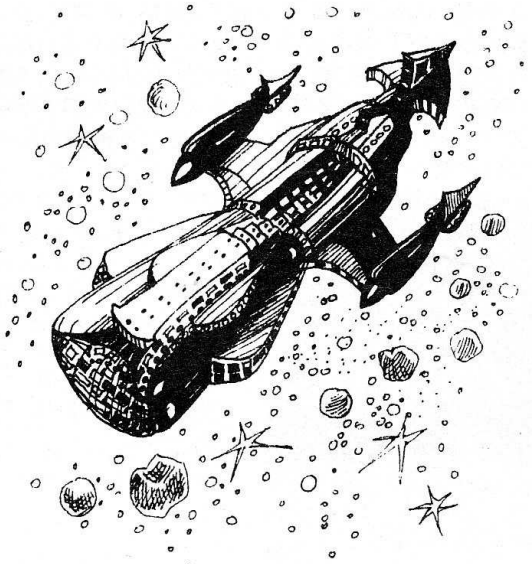
WACHT AM RHEIN

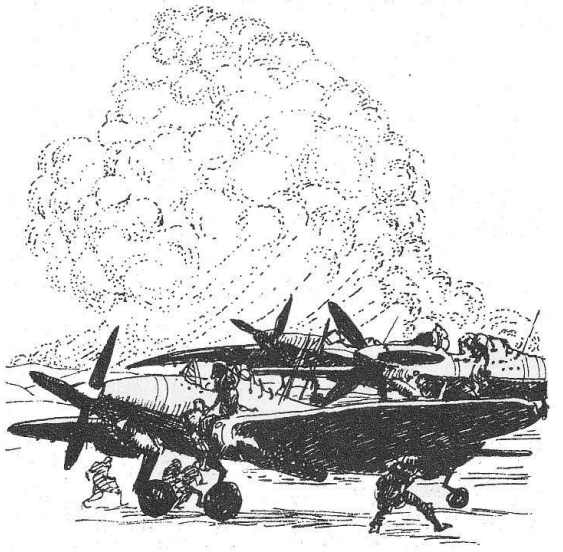


CRIMEA

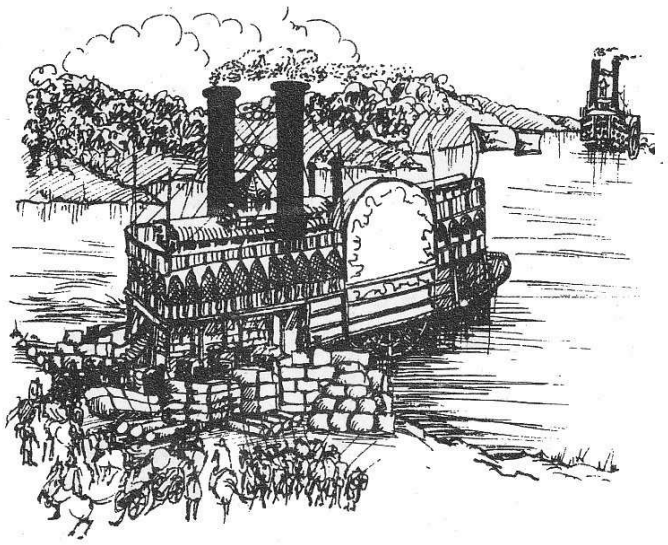
SADOWA

THE FIRST WORLD WAR

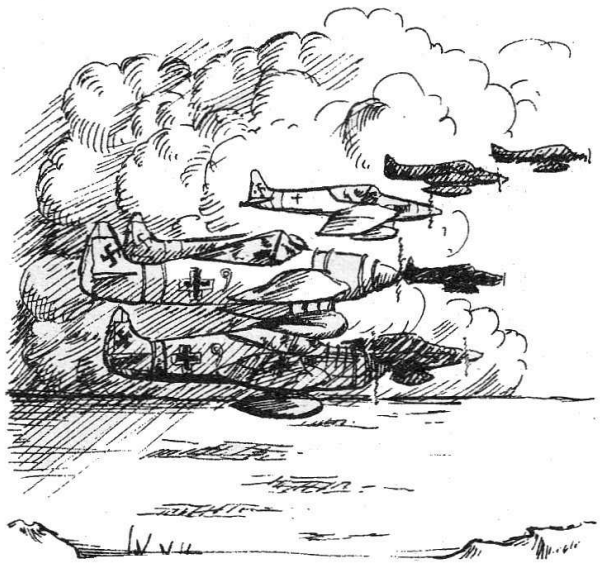




THEIR FINEST HOUR

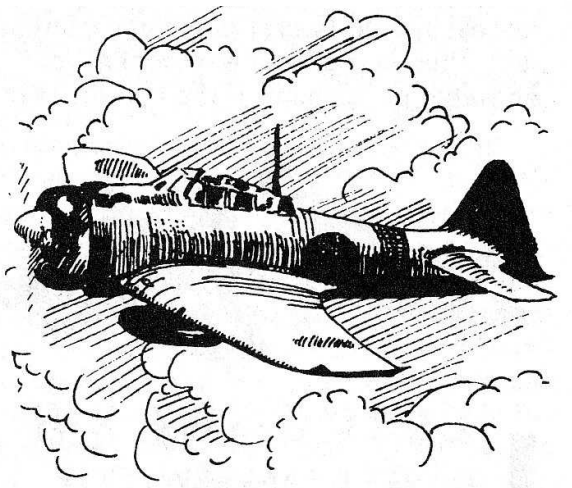


WAR BETWEEN THE STATES



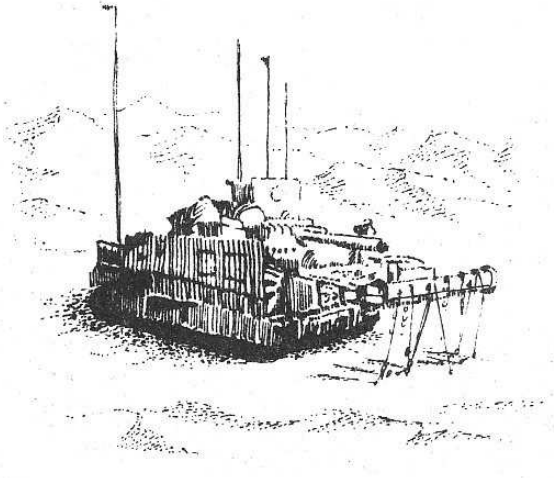
WAR IN THE EAST

LOBOSITZ



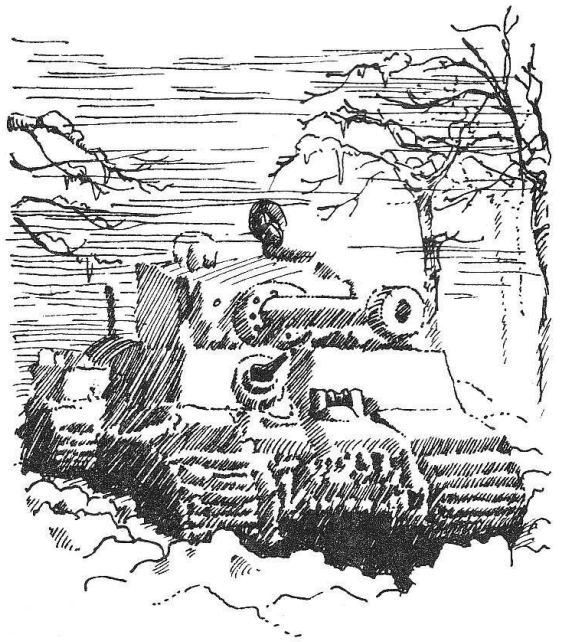
WAR IN THE PACIFIC

THE FIRST WORLD WAR



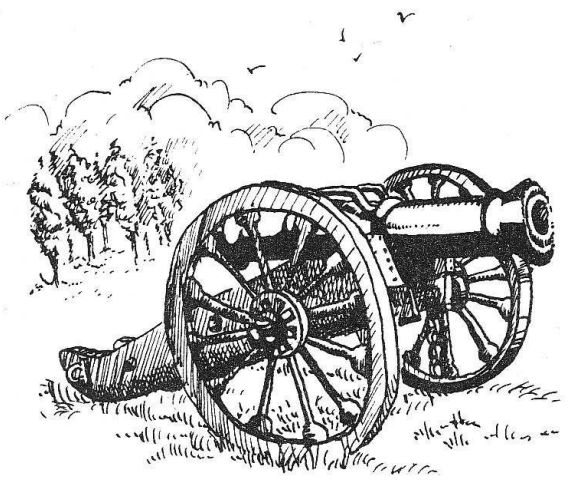
OPERATION CRUSADER

OGRE

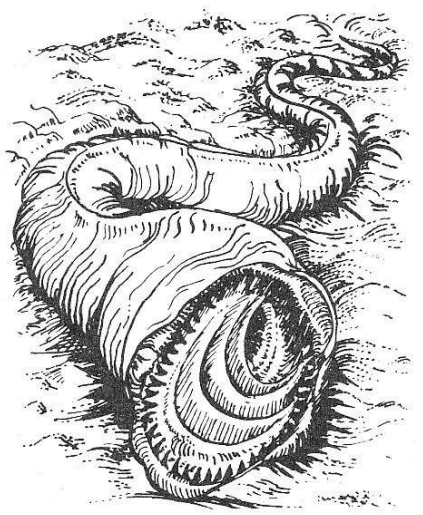


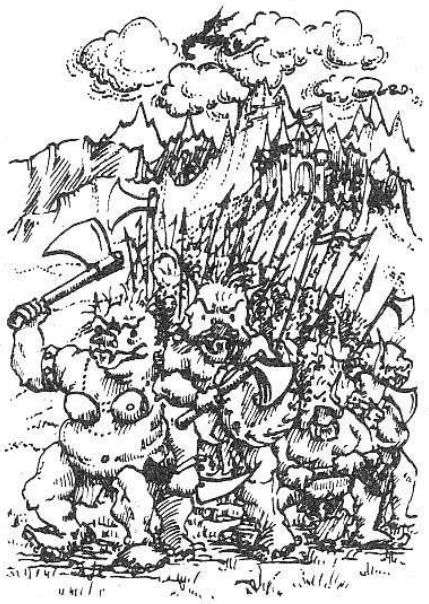
DARK DECEMBER

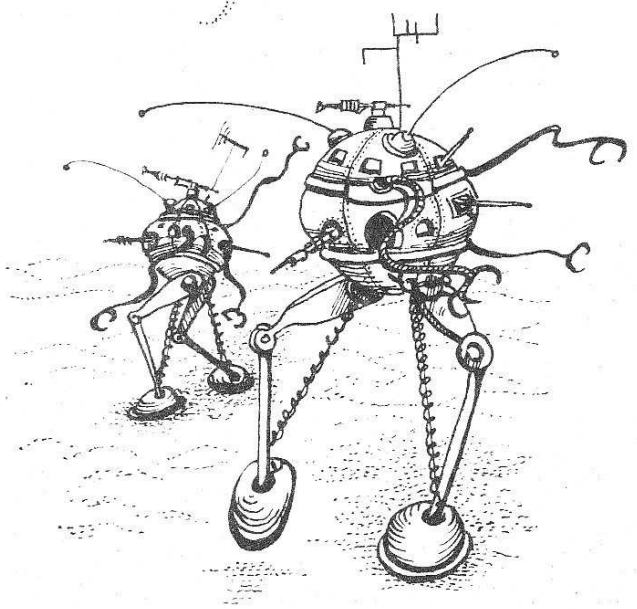
1942

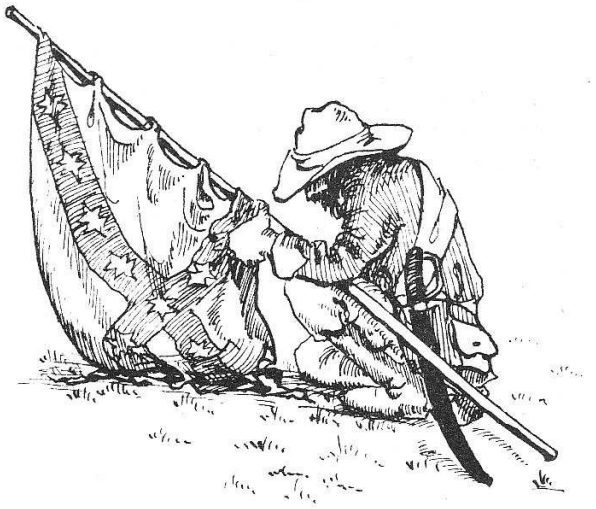


NAPOLEON AT LEIPZIG

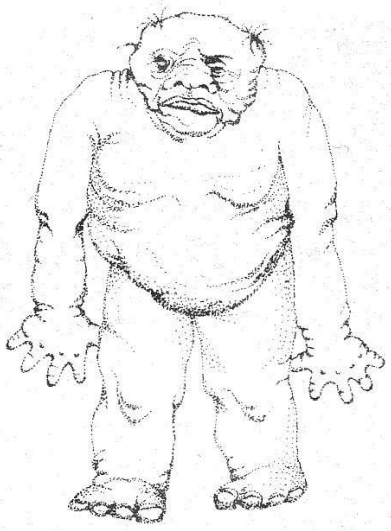


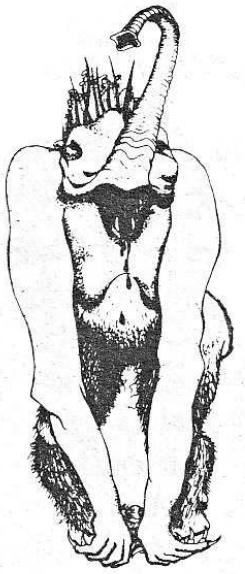






TWENTIETH MAINE





Mystic Wood
Mystic Wood
Extension Kit
The Sorcerer's Cave
Extension Kit
Swords & Wizardry
in days of old when knights were bold
enter our world of magic and mystery
a game for 2 players - 9 years upwards
Sorcerer's Cave
A magical family game of fantasy for those who love adventure. Descend into the depths of the unknown and discover the treasures and perils that await you in the ever changing tunnels and caverns of the Sorcerer's Cave.
Sorcerer's Cave

SORCERER'S CAVE

A magical family game of fantasy for those who love adventure. Descend into the depths of the unknown and discover the treasures and perils that await you in the ever changing tunnels and caverns of the Sorcerer's Cave.

GIBSONS GAMES

Mystic Wood

You, Sir Knight, will enter the Mystic Wood by the earthly gate and will attempt to fulfill your quest. You will encounter many strange and dangerous things on your journey and your abilities will be tested to their limit. You will either succeed, or . . .

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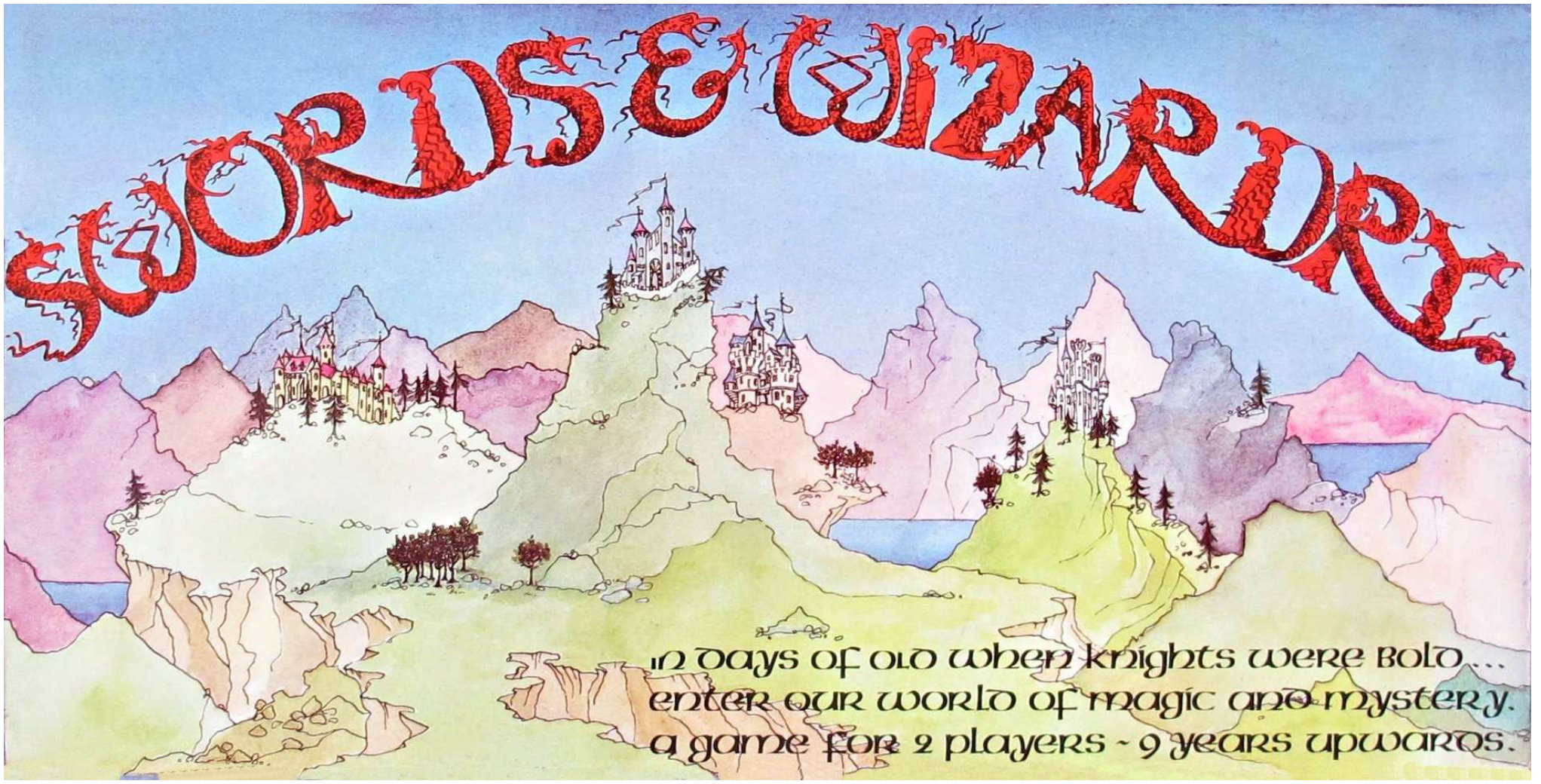
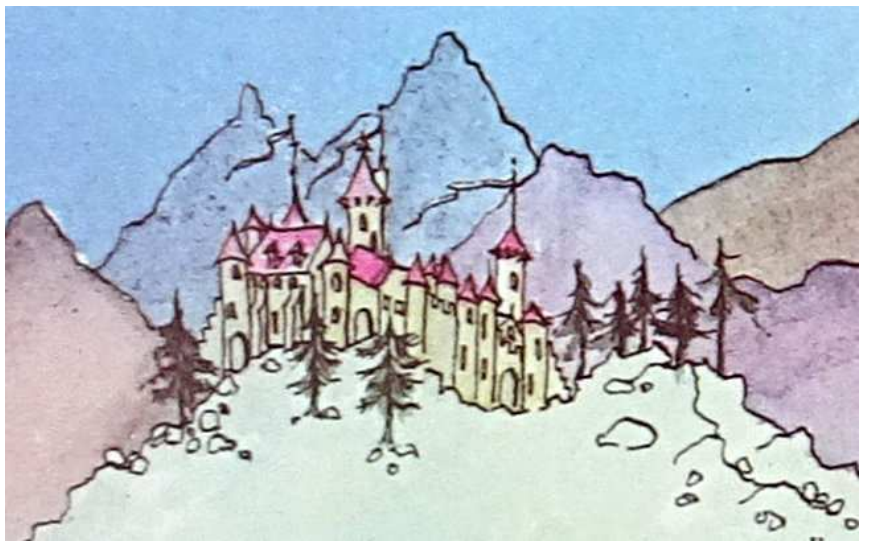
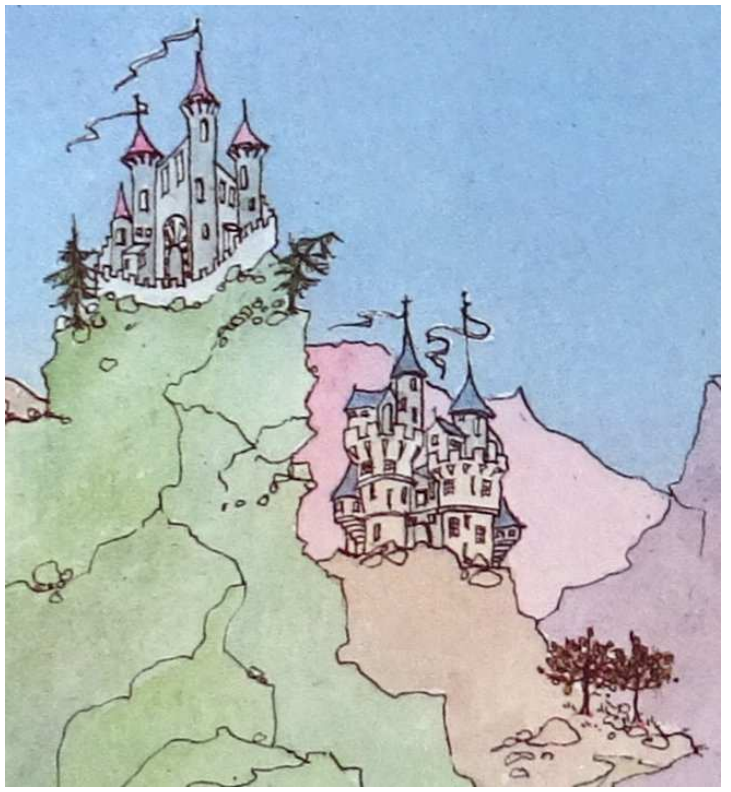
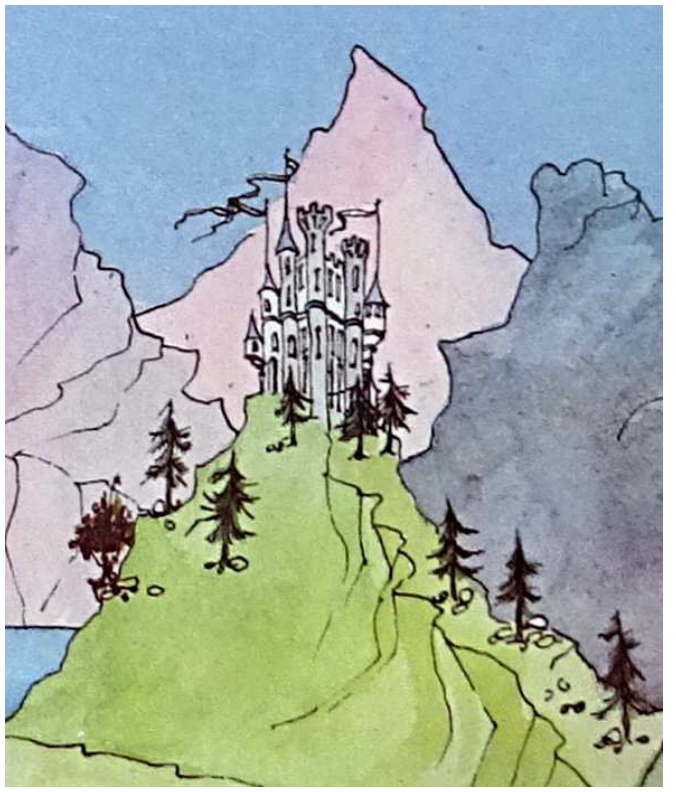
GIBSONS GAMES

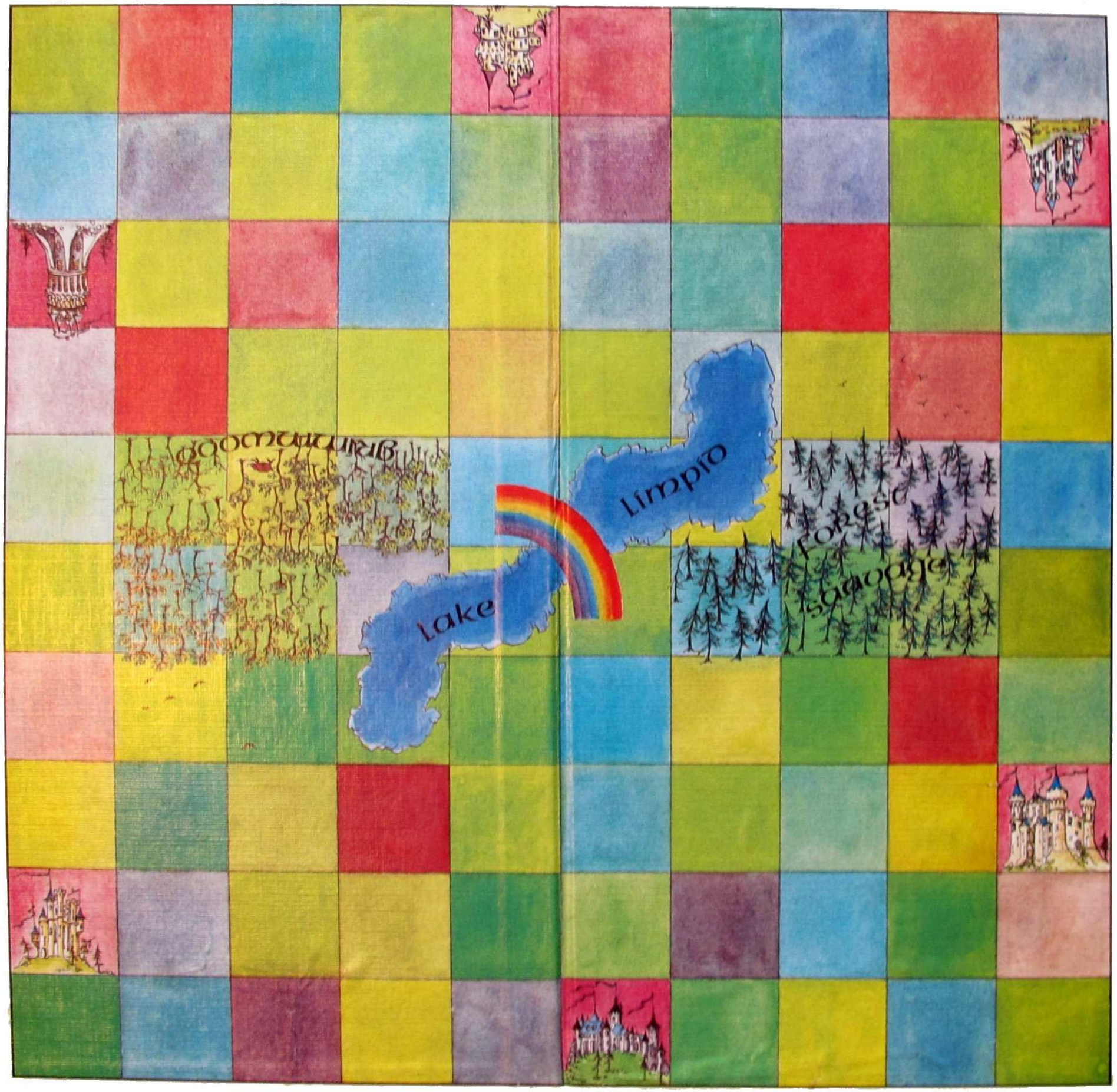

SWORDS & WIZARDRY
in days of old when knights were bold...
enter our world of magic and mystery.
a game for 2 players ~ 9 years upwards.

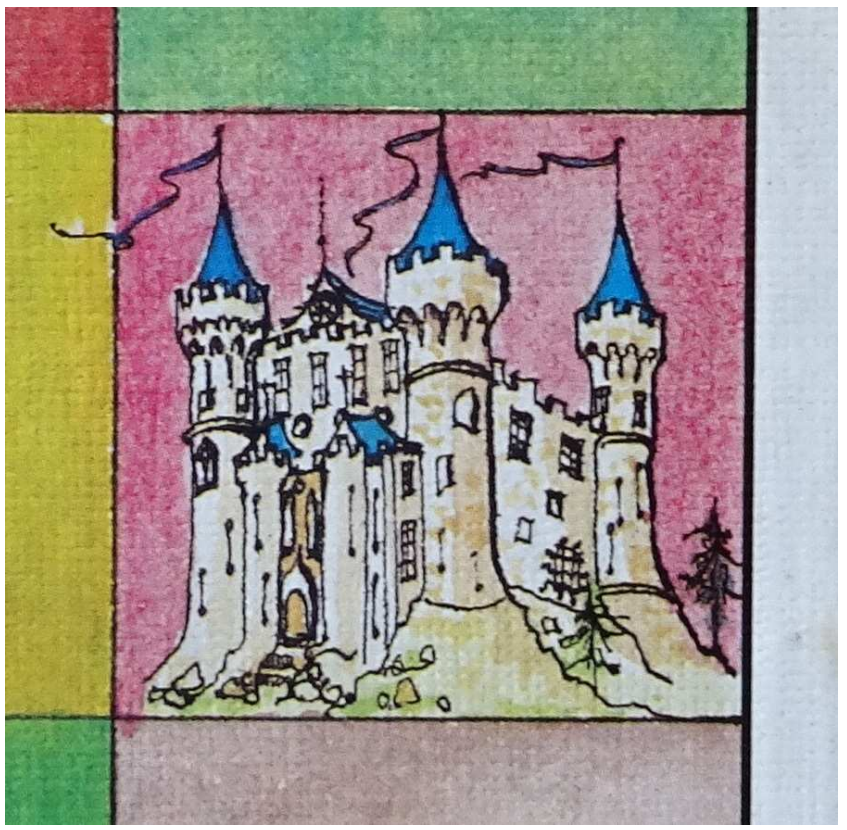
SWORDS &
SORCERY

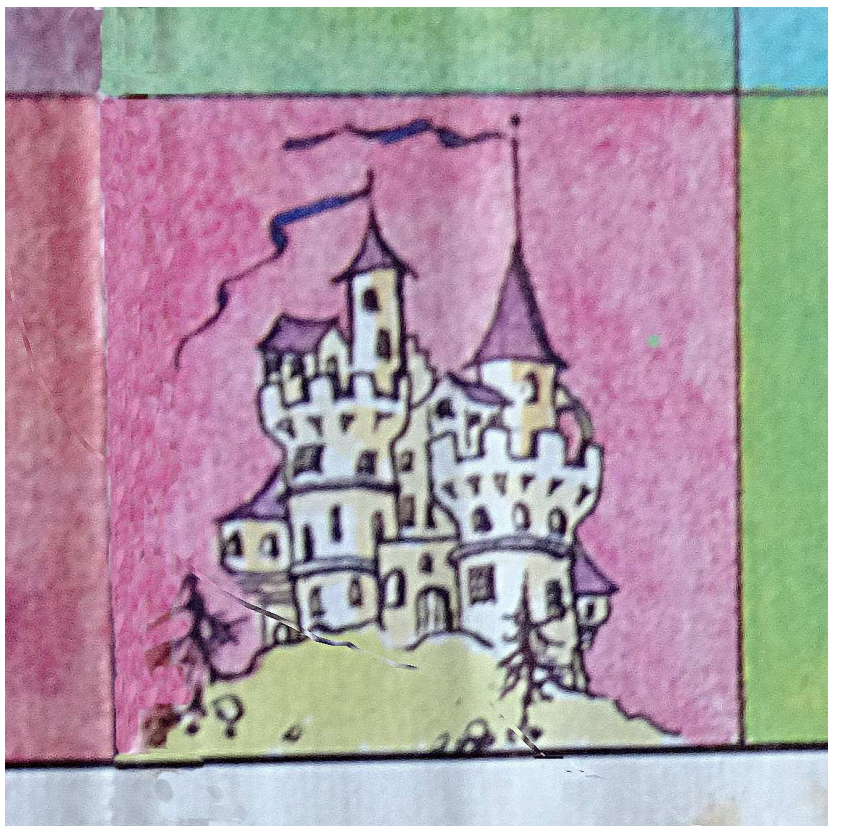


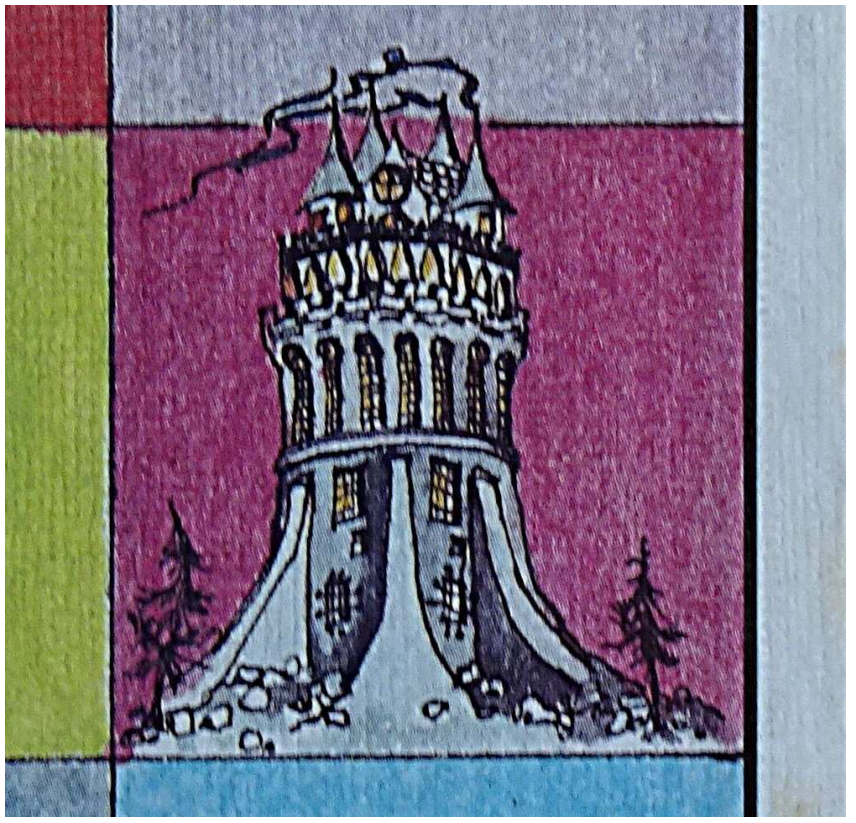


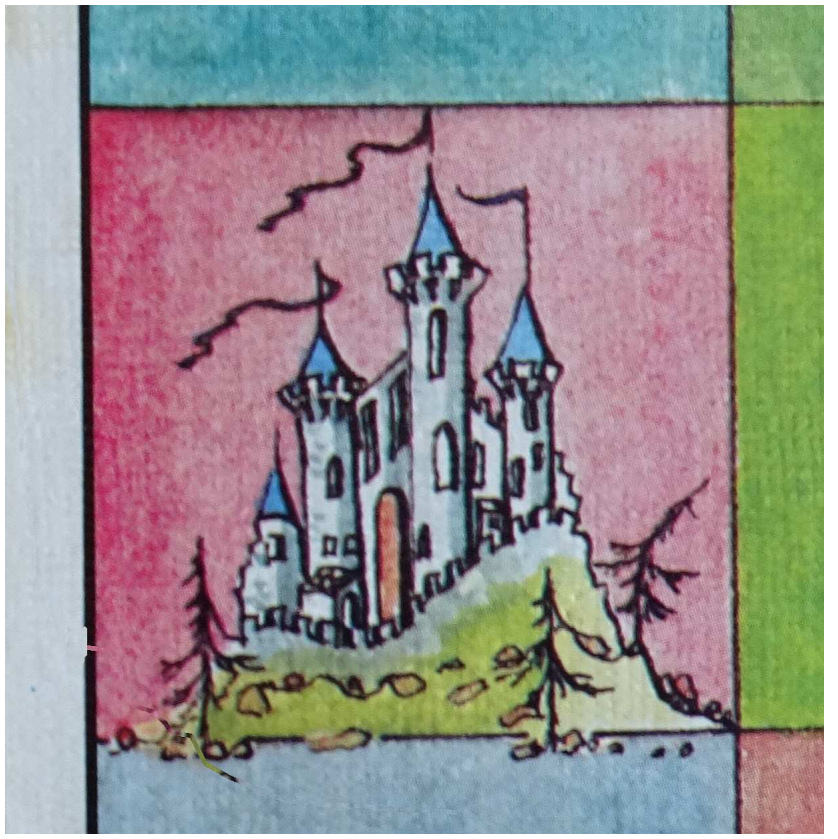



Lake
Limpid
Forest
Sagaoane





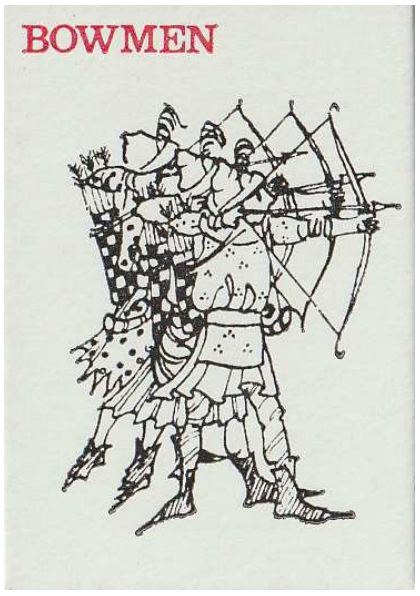




Lake
Grimmwood

limpio
forest
sauvage

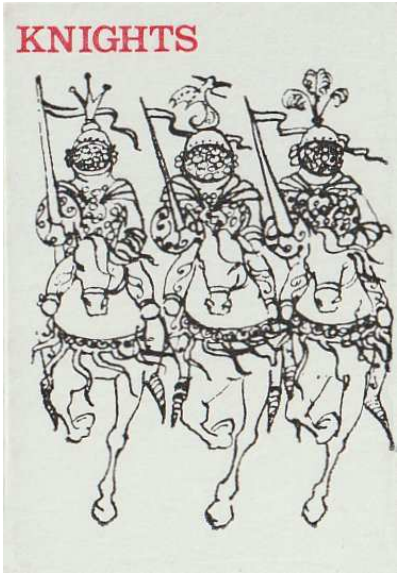
KNIGHTS
HERO
WIZARD
lake


BOWMEN

DRAGON

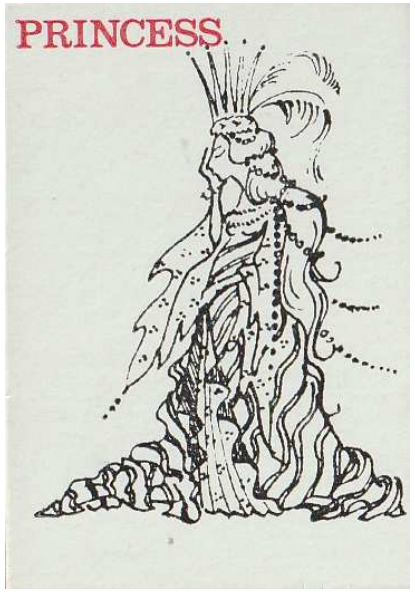
MARSHALL ROYAL

MEN AT ARMS


KNIGHTS

PEASANTS

KING

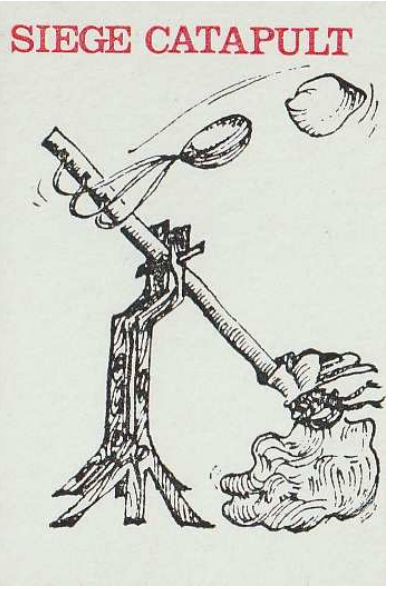

PRINCESS

GIANT

WIZARD

HERO

OGRE


SIEGE CATAPULT

HALMA
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A PARLOUR GAME FOR 2-4 PLAYERS
MADE IN ENGLAND BY H.P. GIBSON & SONS LTD
SNAKES & LADDERS
SNAKES & LADDERS
SNAKES & LADDERS
A PARLOUR GAME FOR 2-4 PLAYERS
MADE IN ENGLAND BY H.P. GIBSON & SONS LTD
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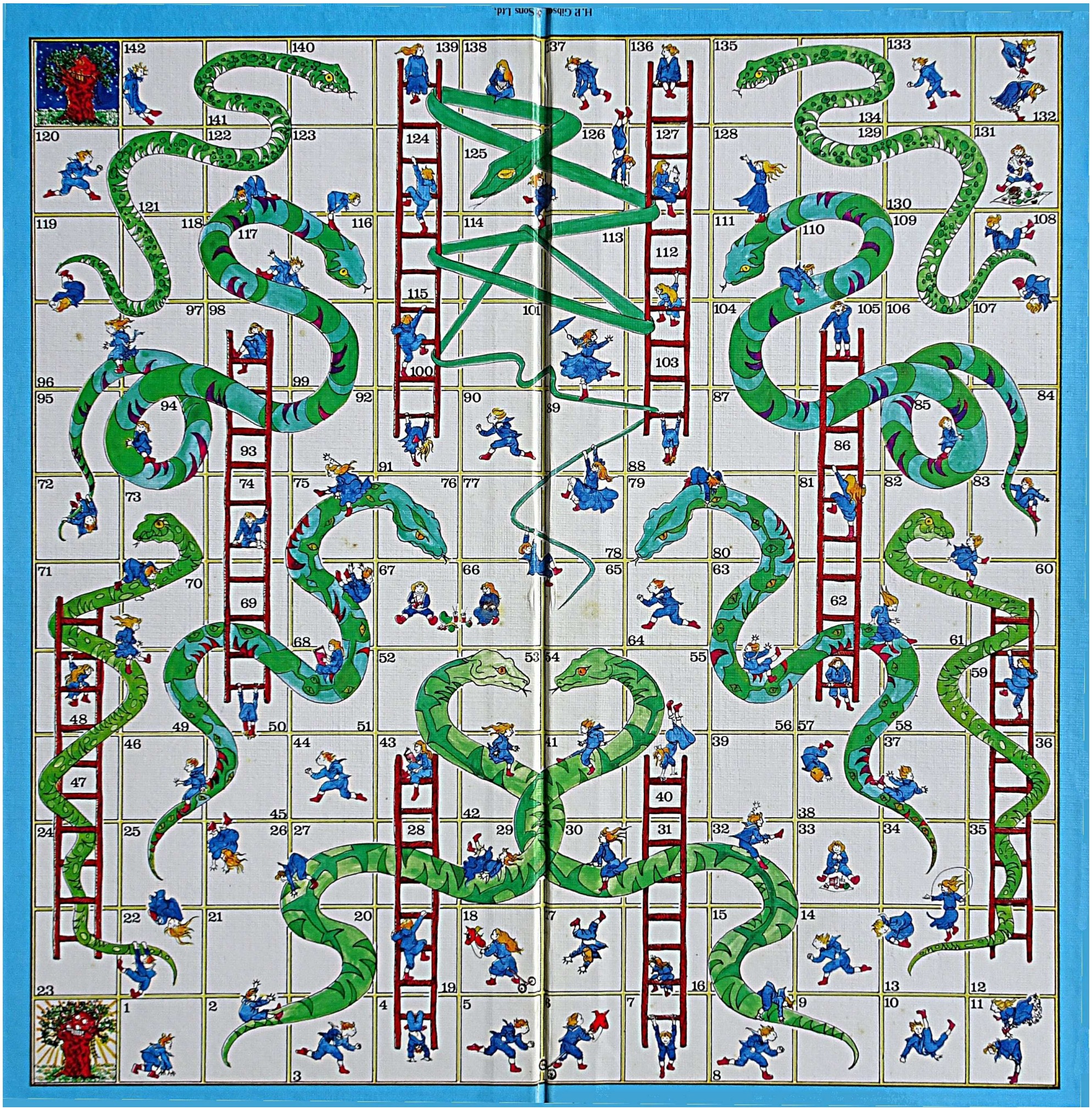
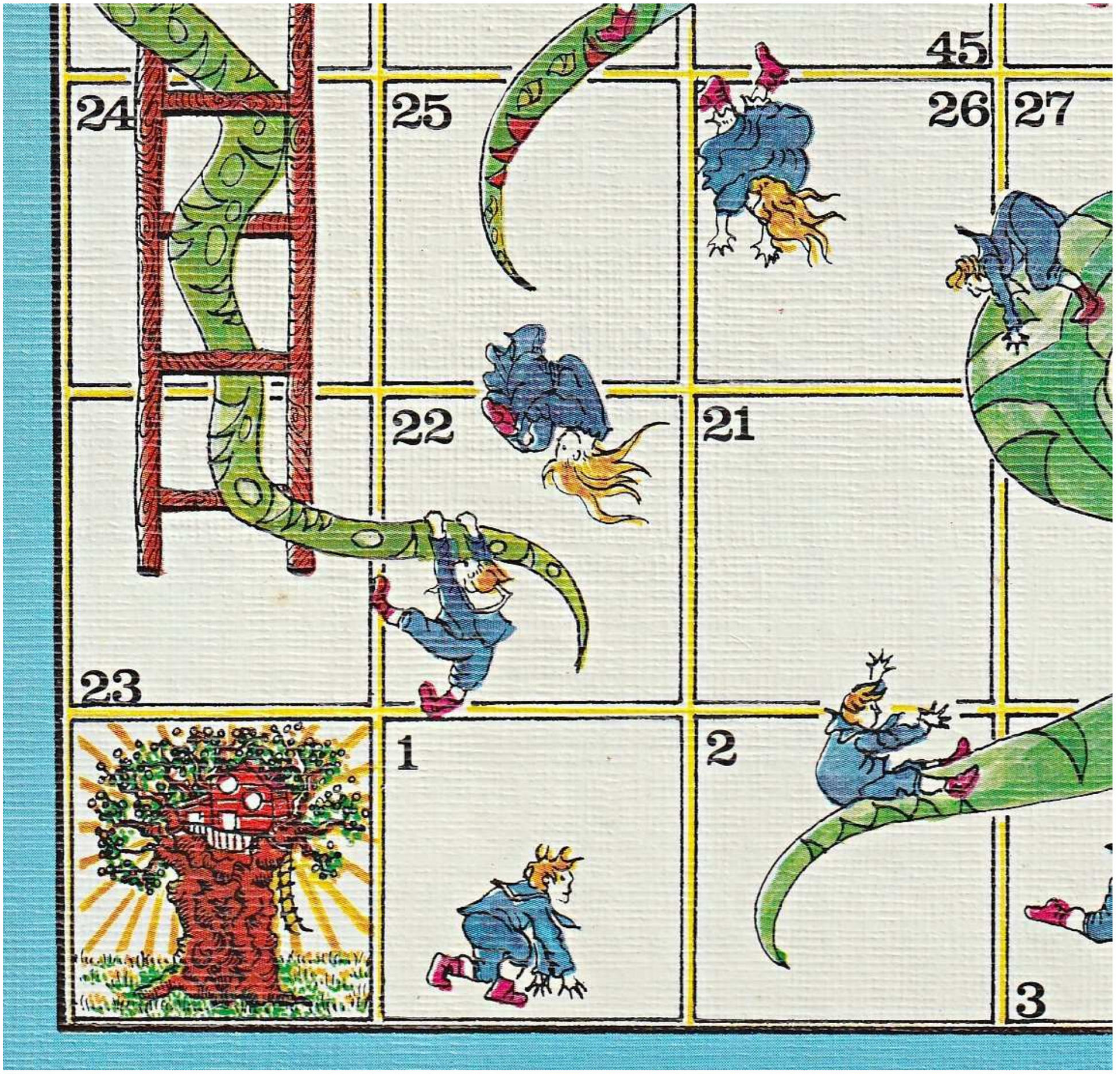
A PARLOUR GAME FOR 2-4 PLAYERS
MADE IN ENGLAND BY H.P. GIBSON & SONS LTD



H.P. Gibson & Sons Ltd.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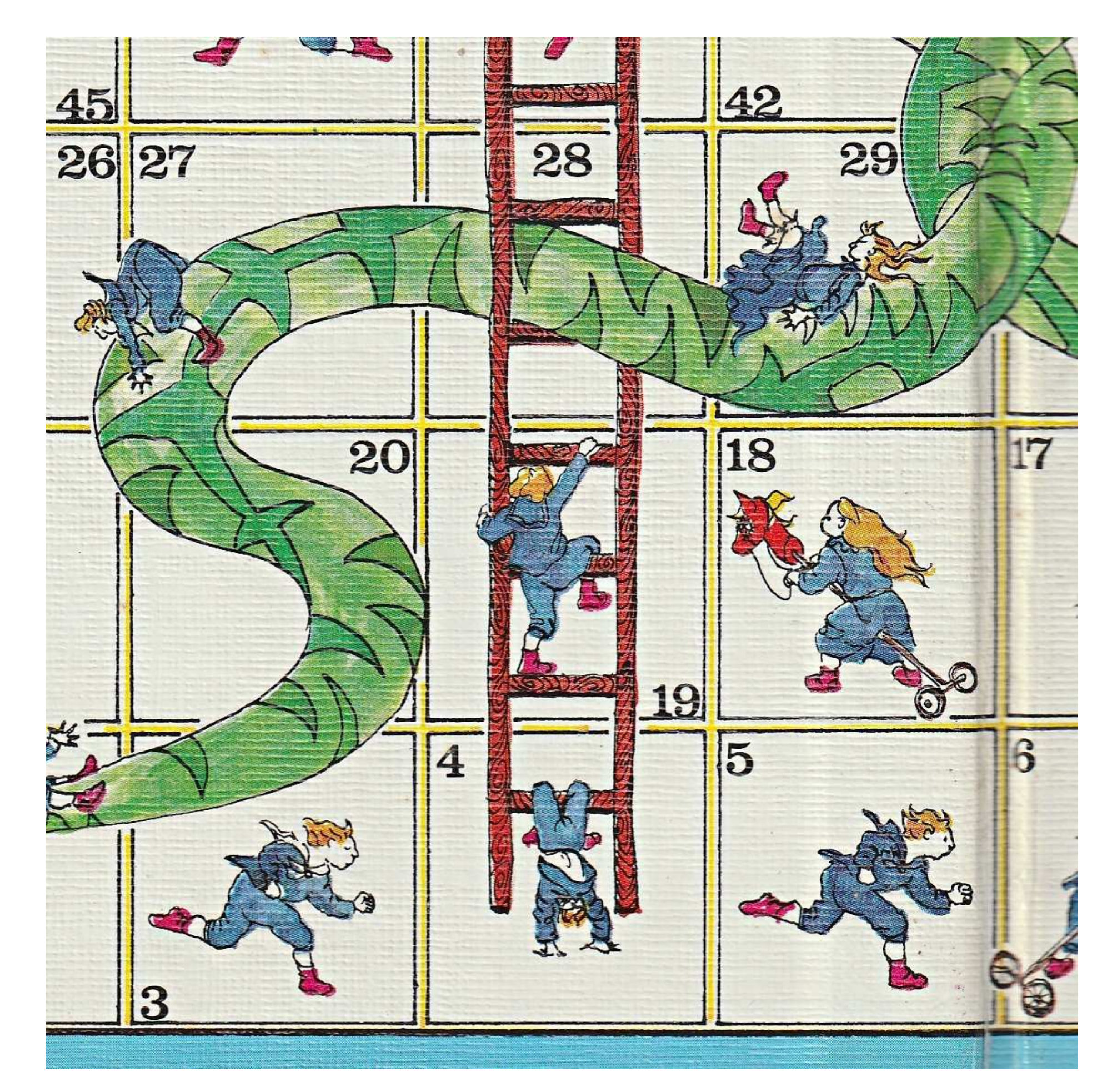
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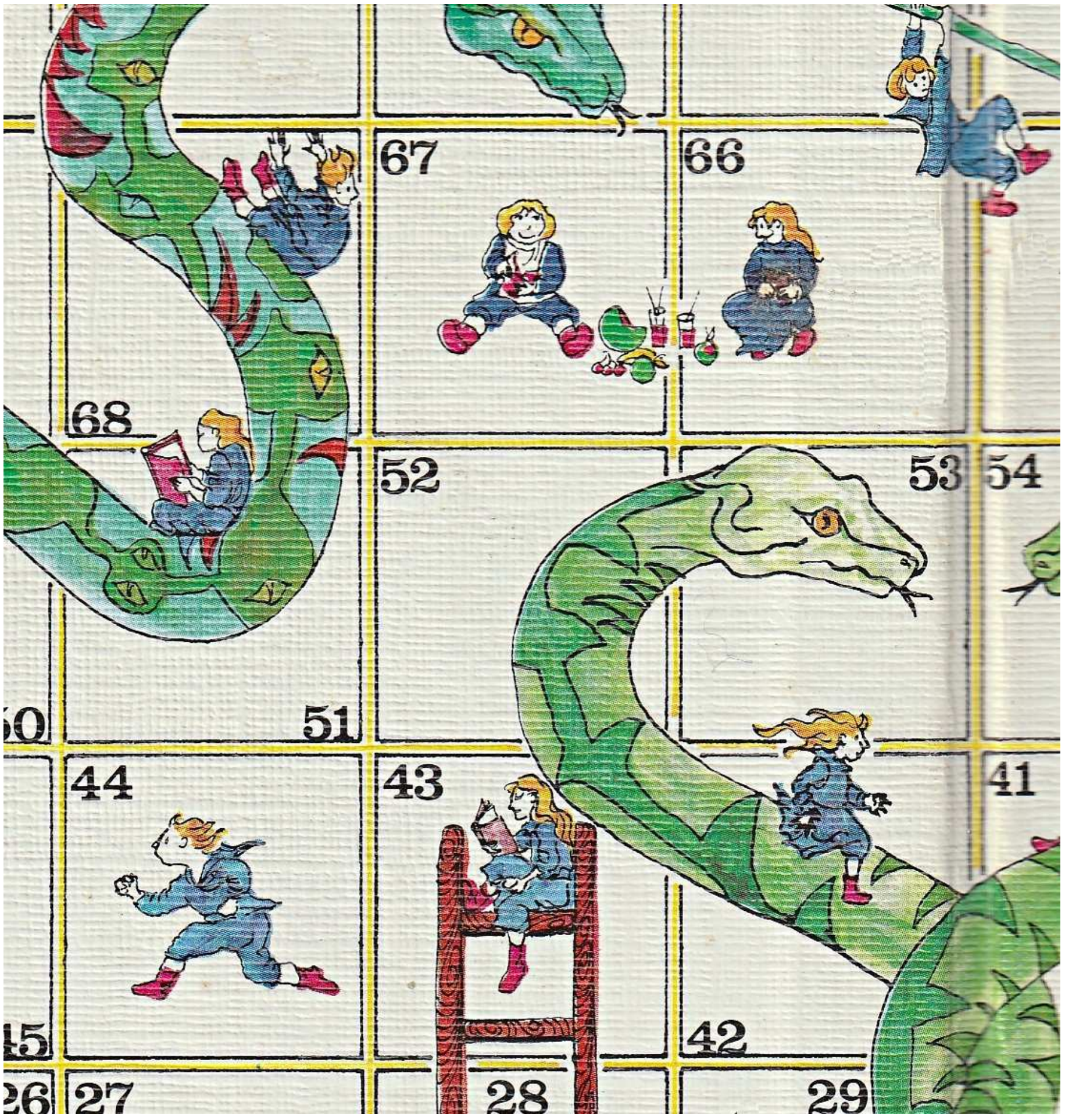
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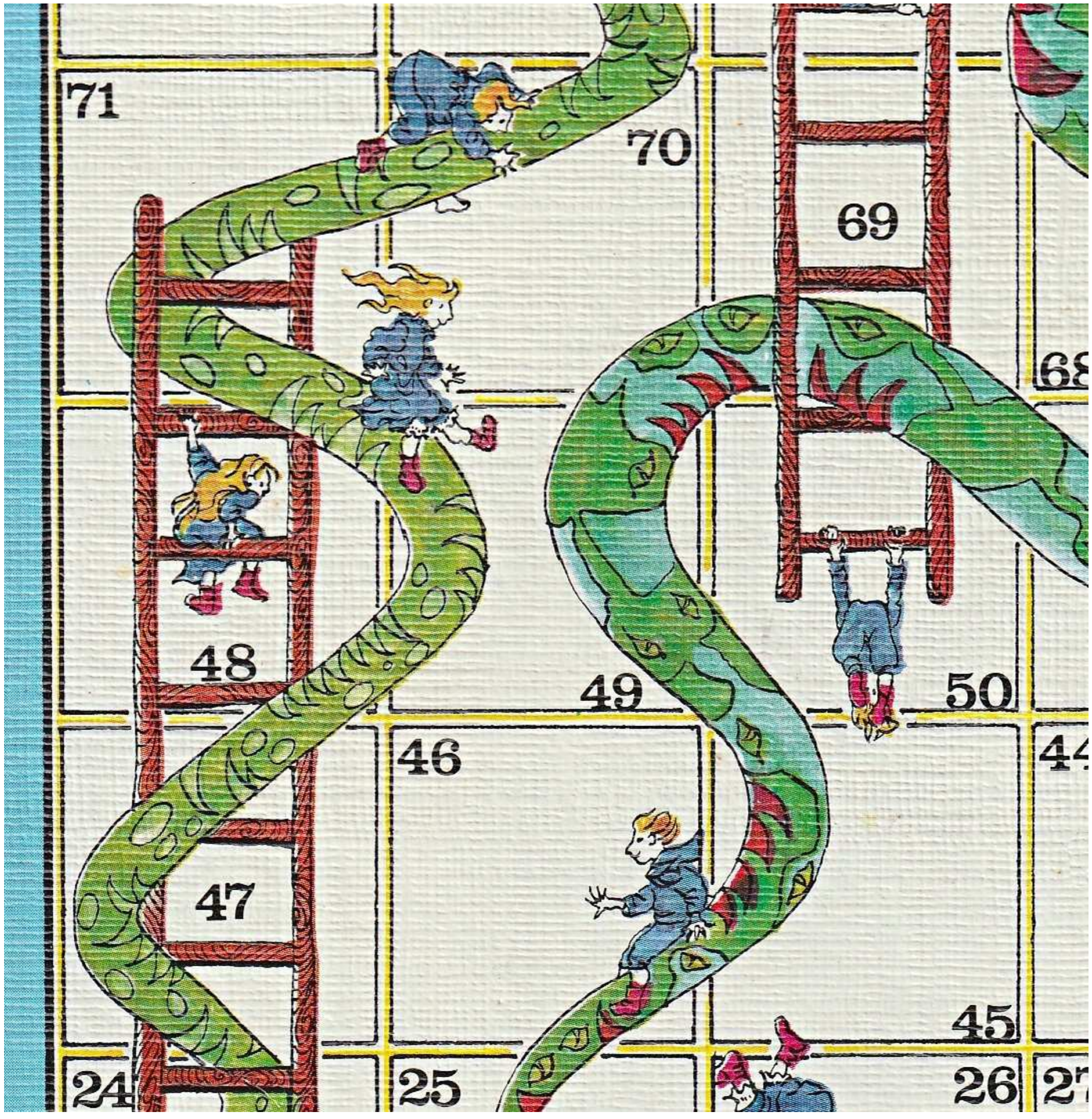
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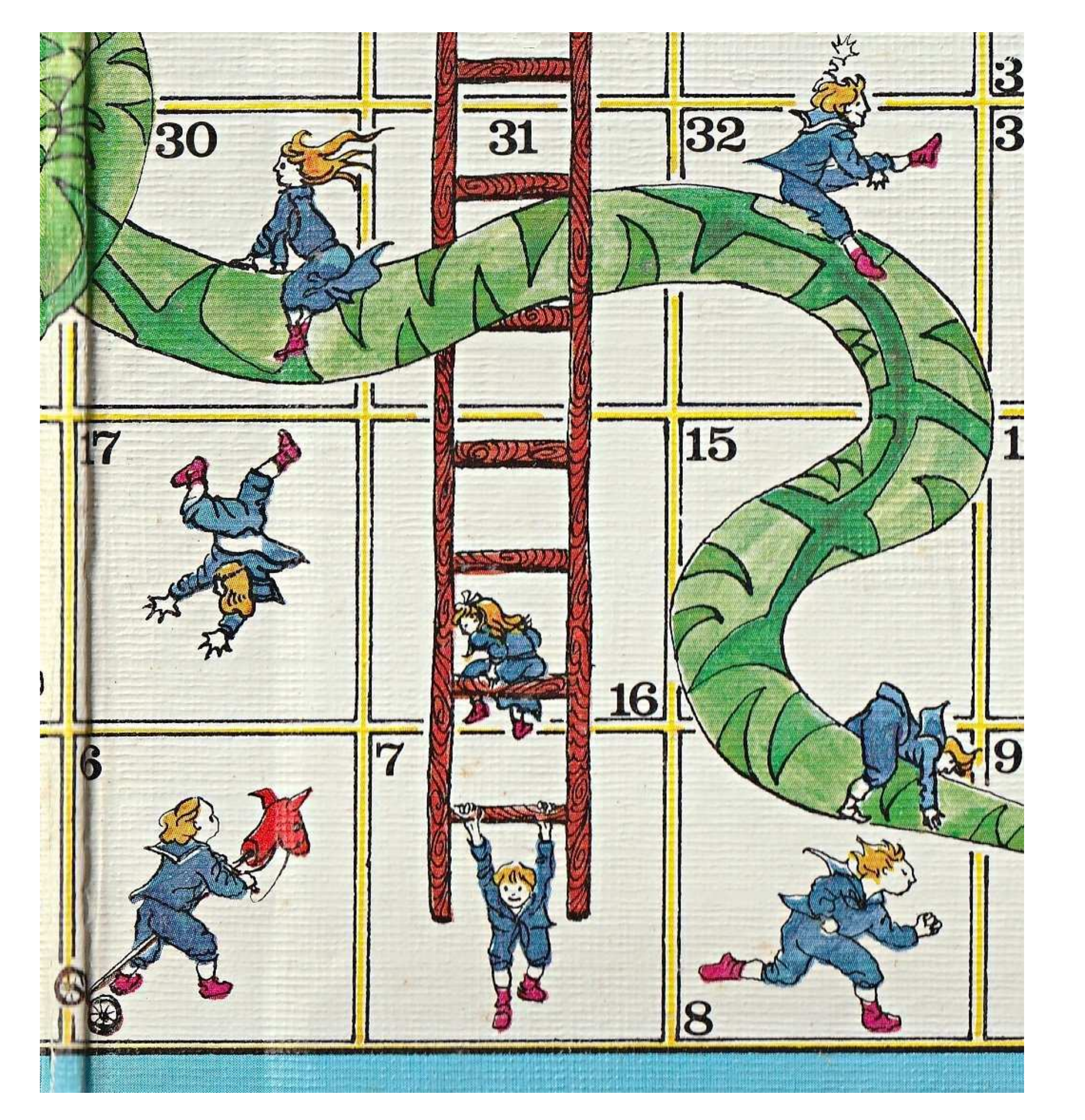
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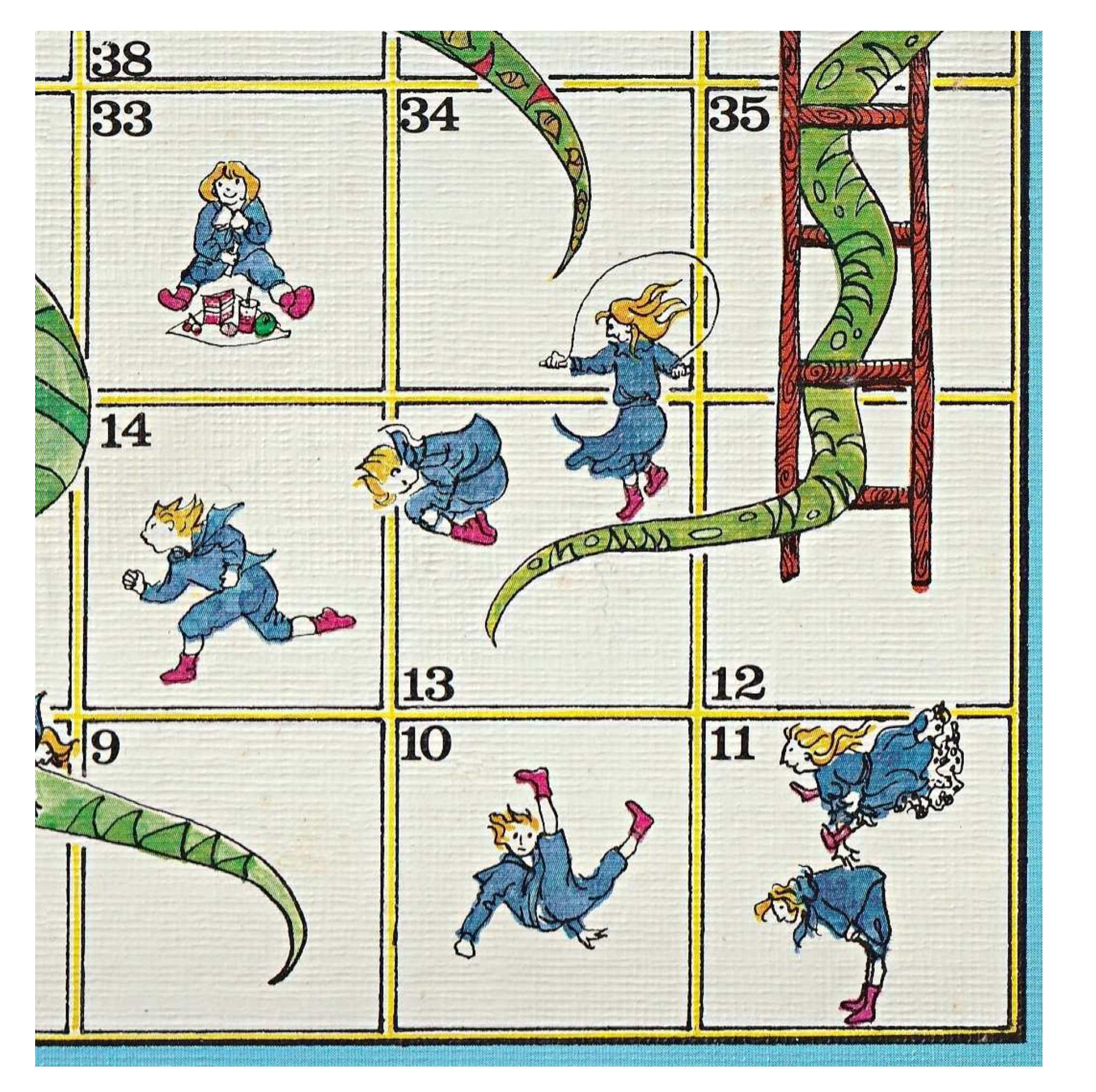
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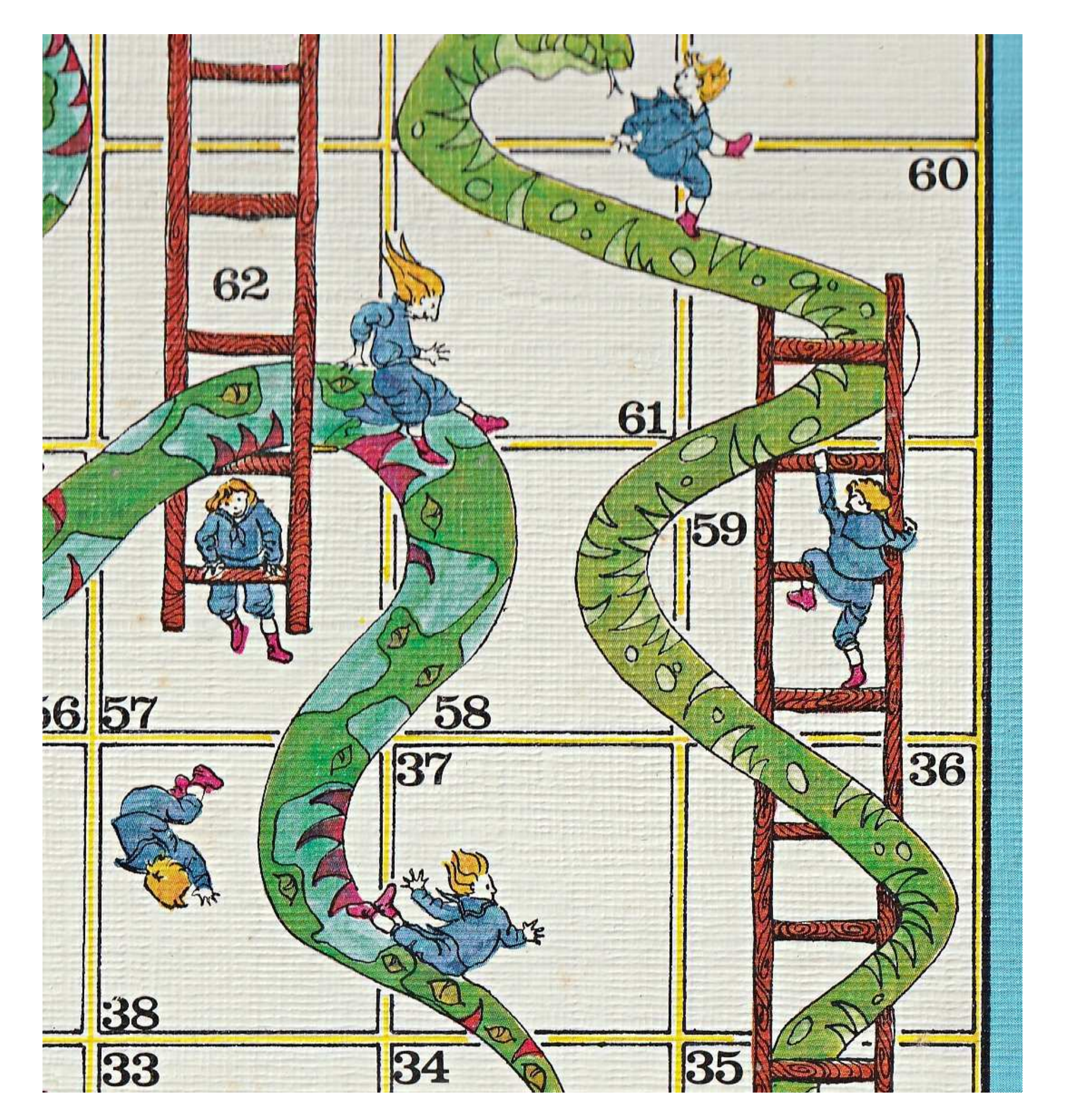
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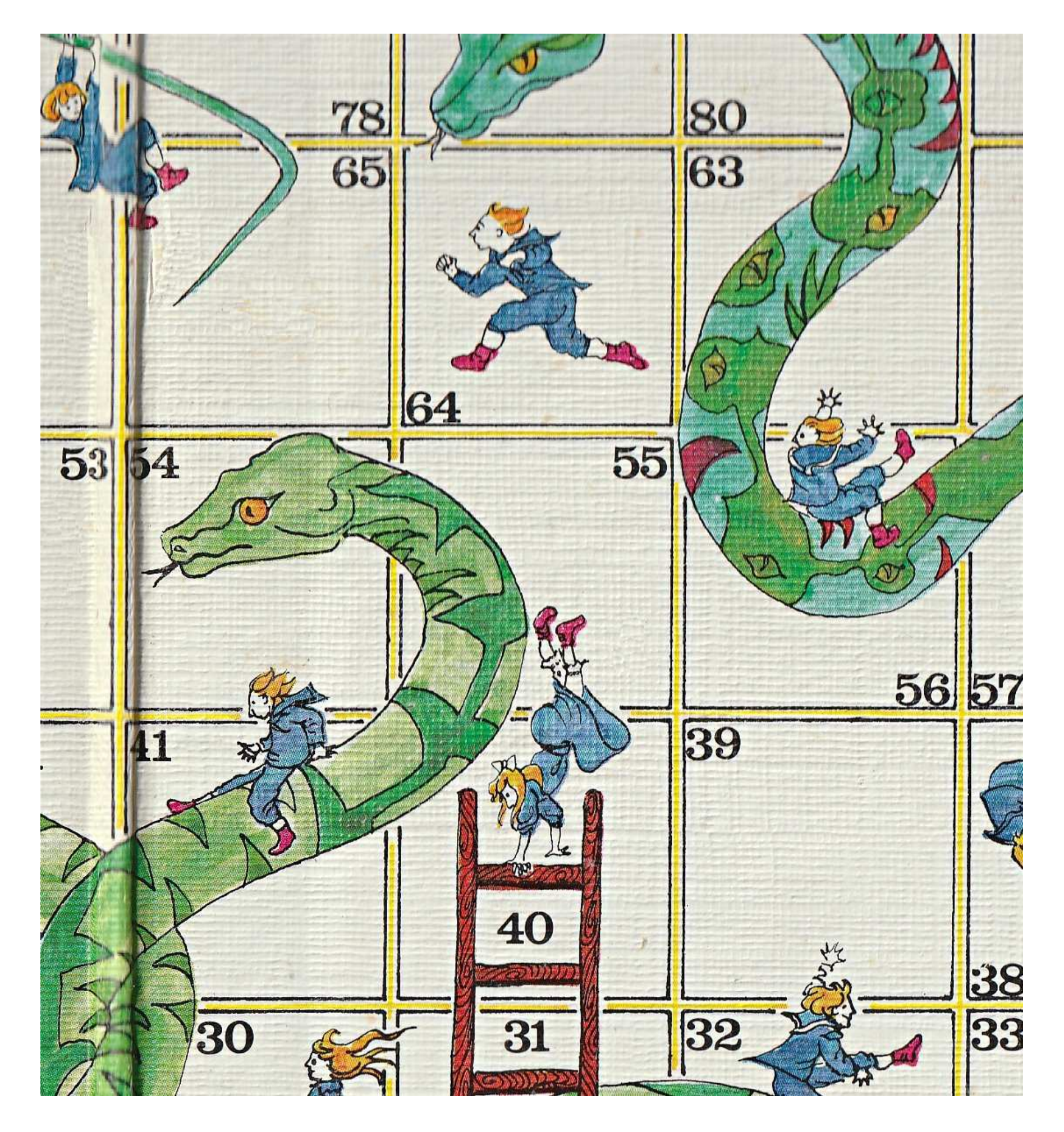
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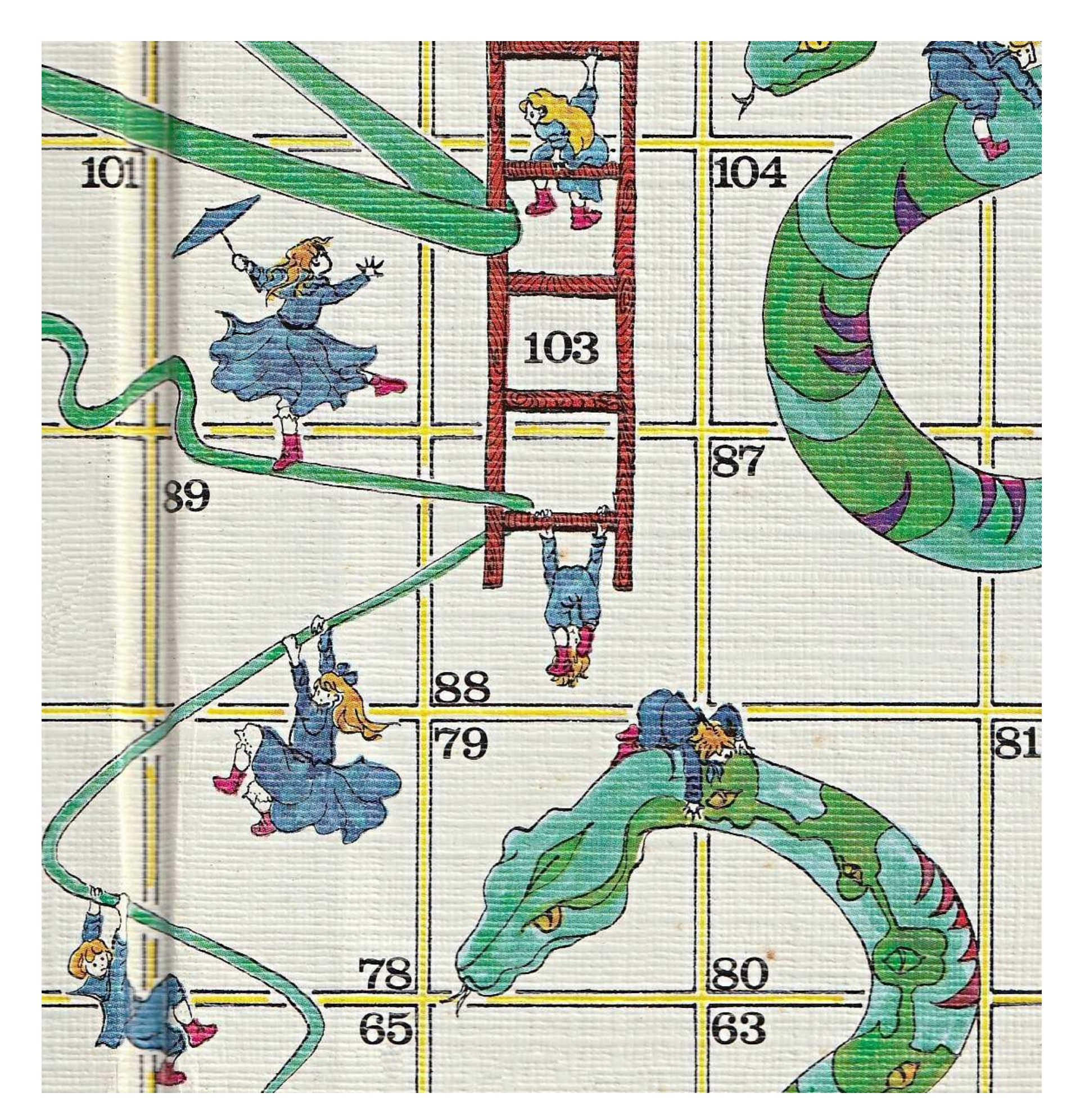
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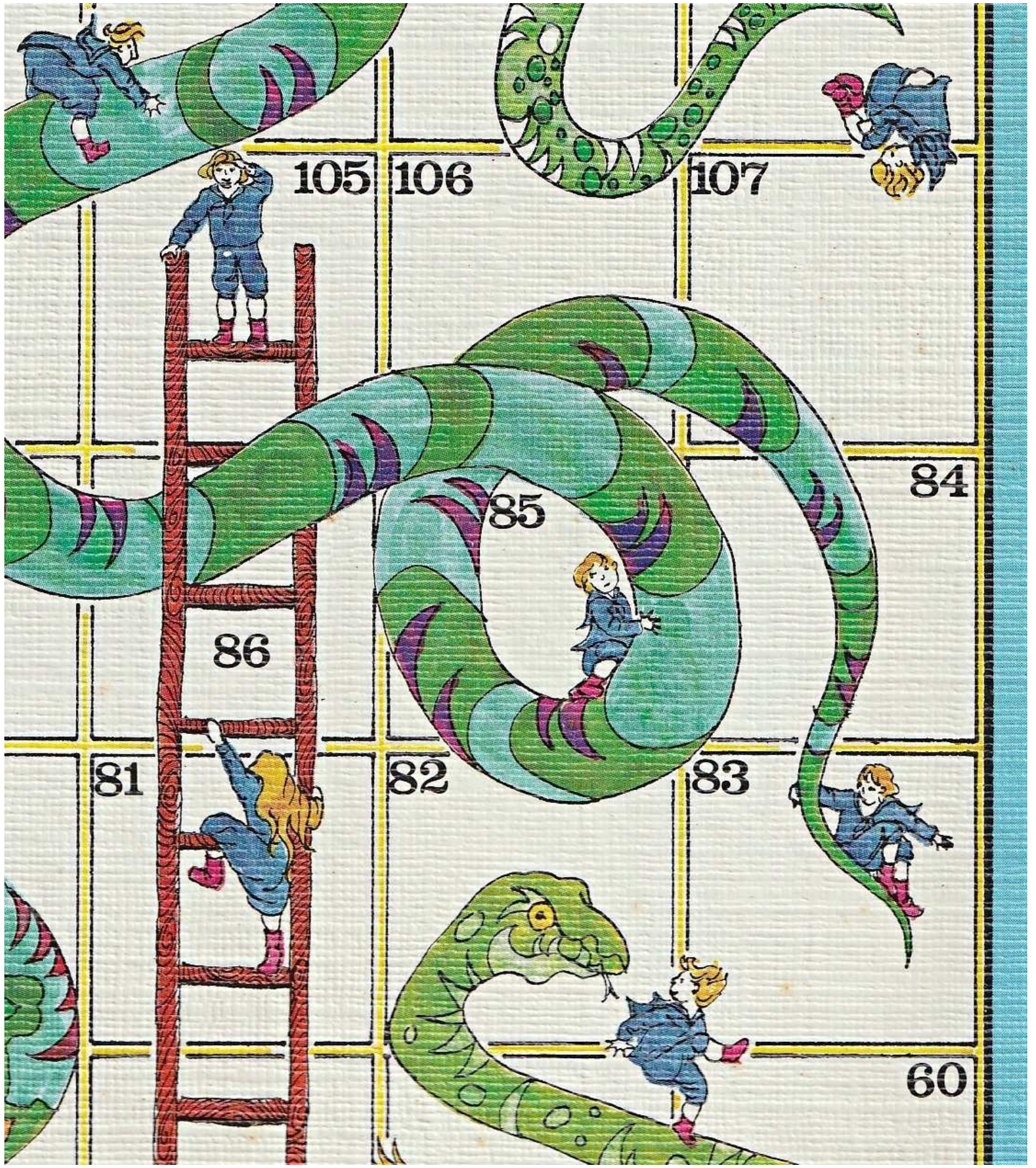
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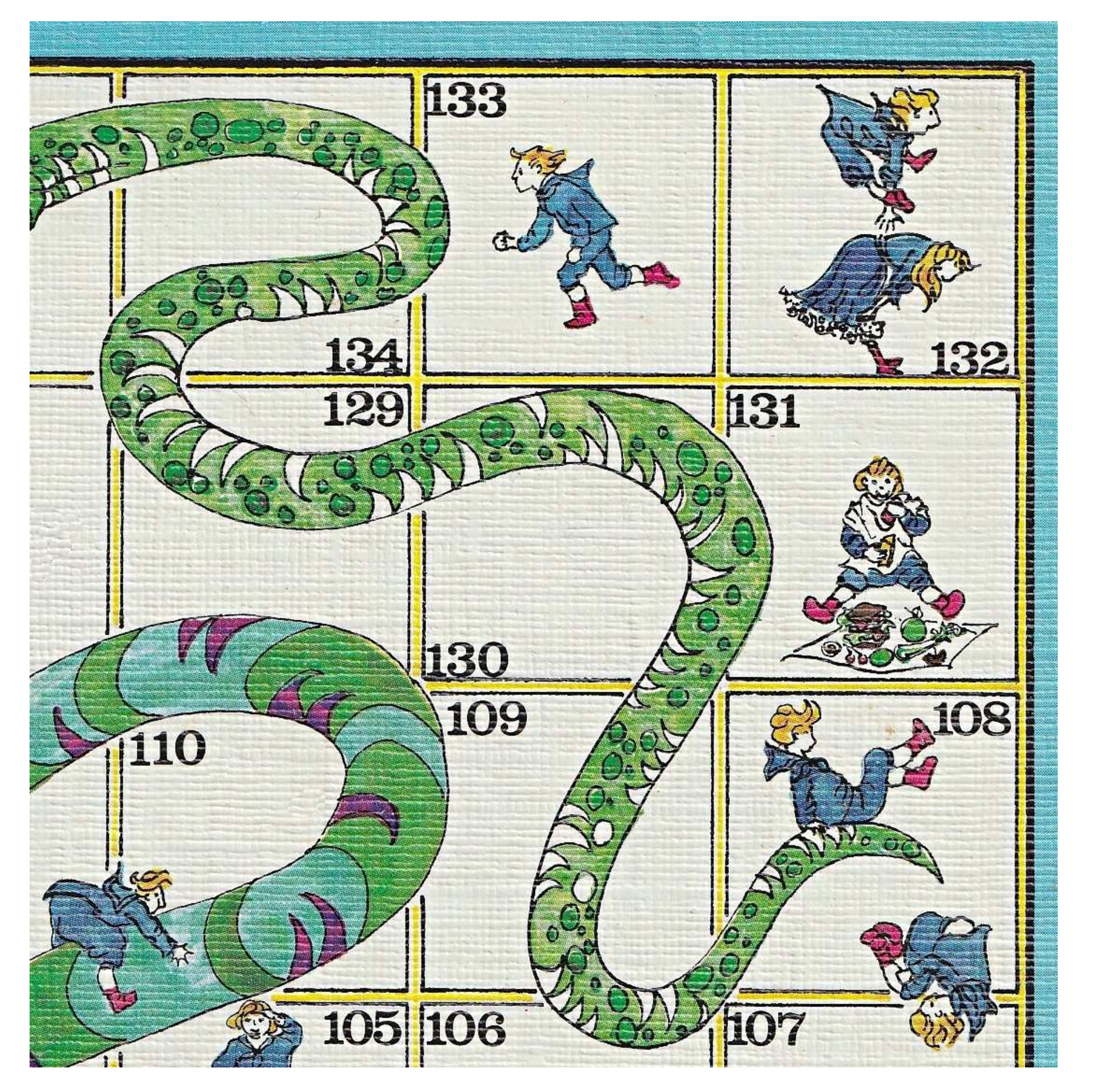
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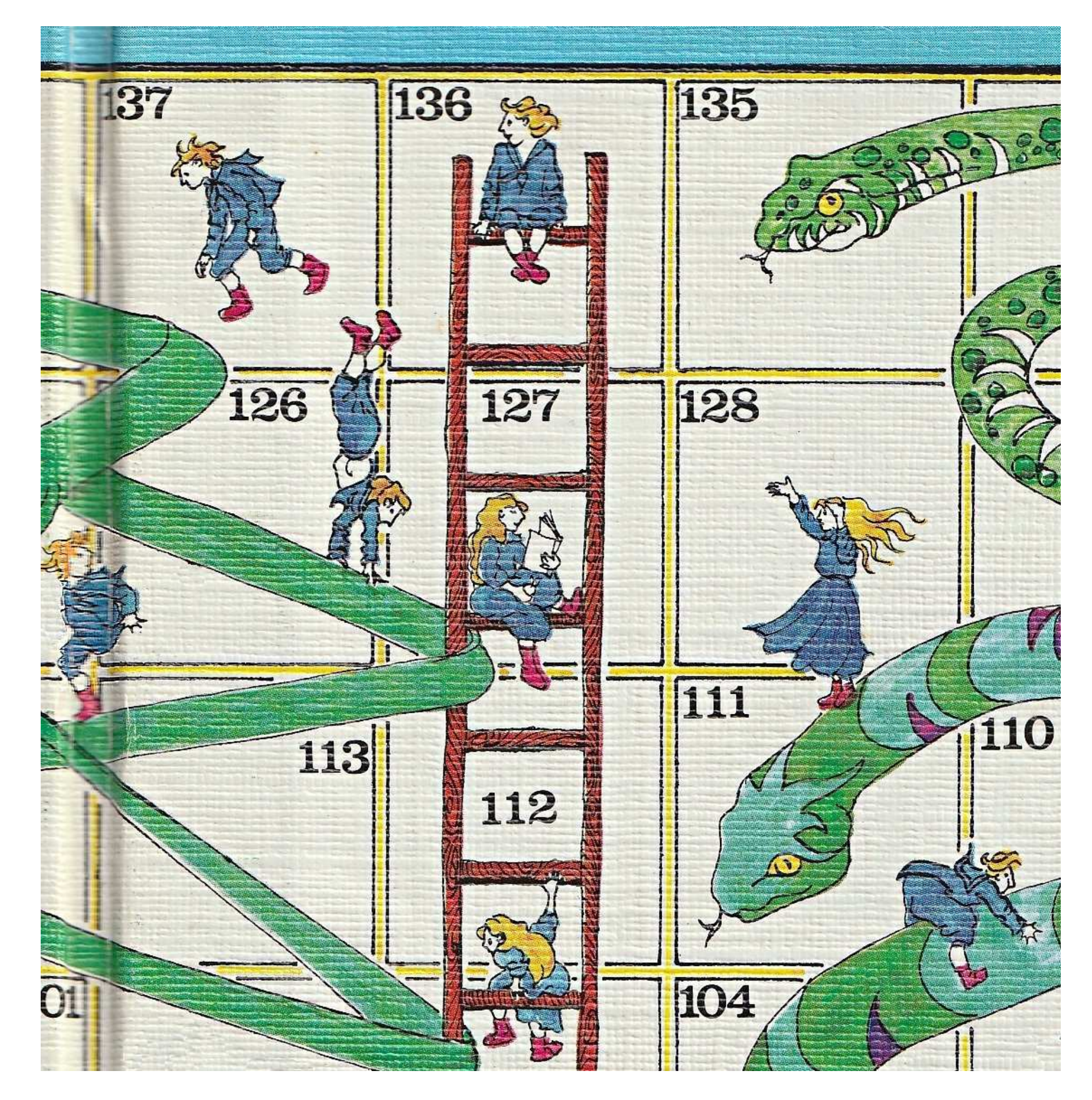
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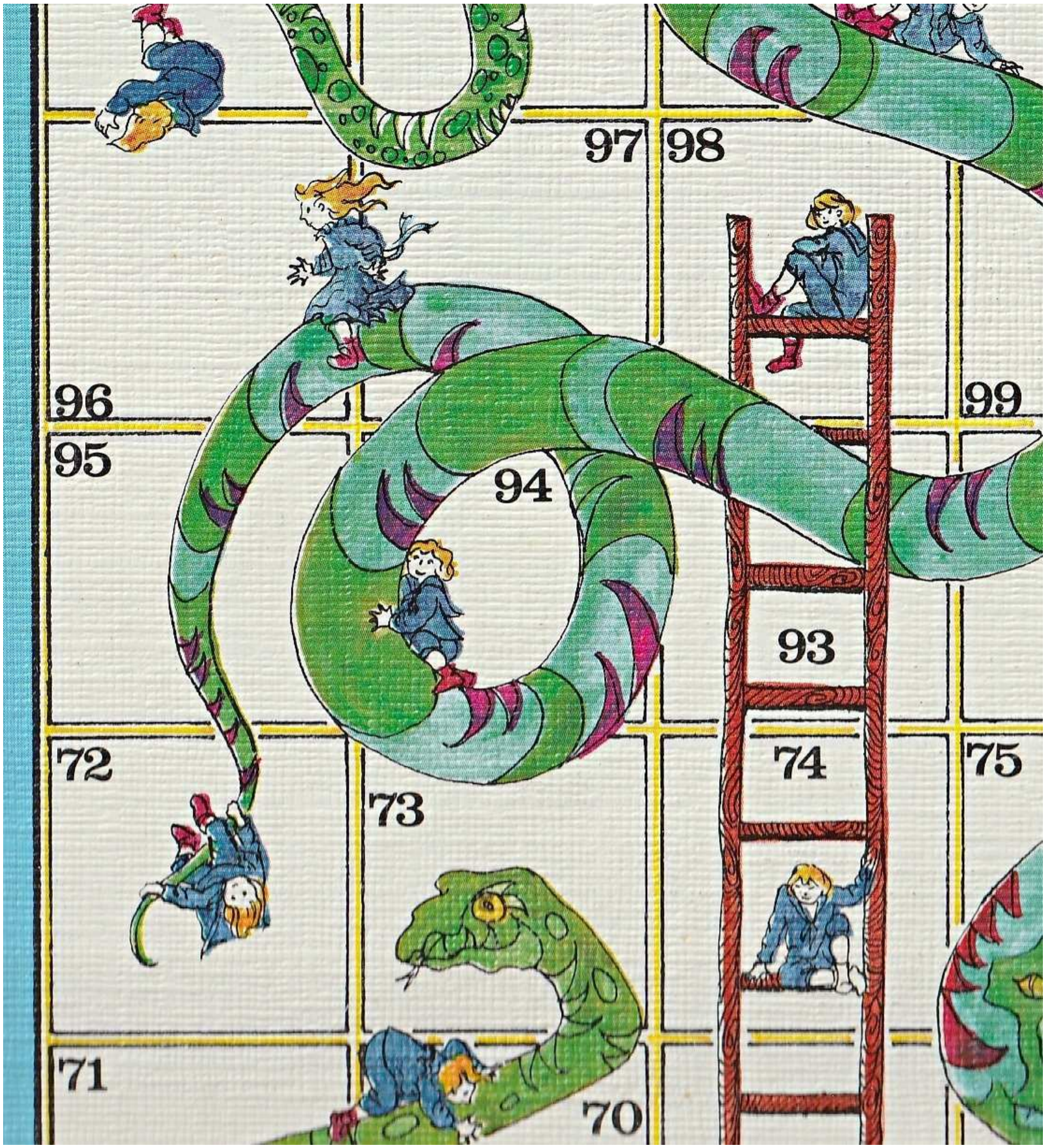
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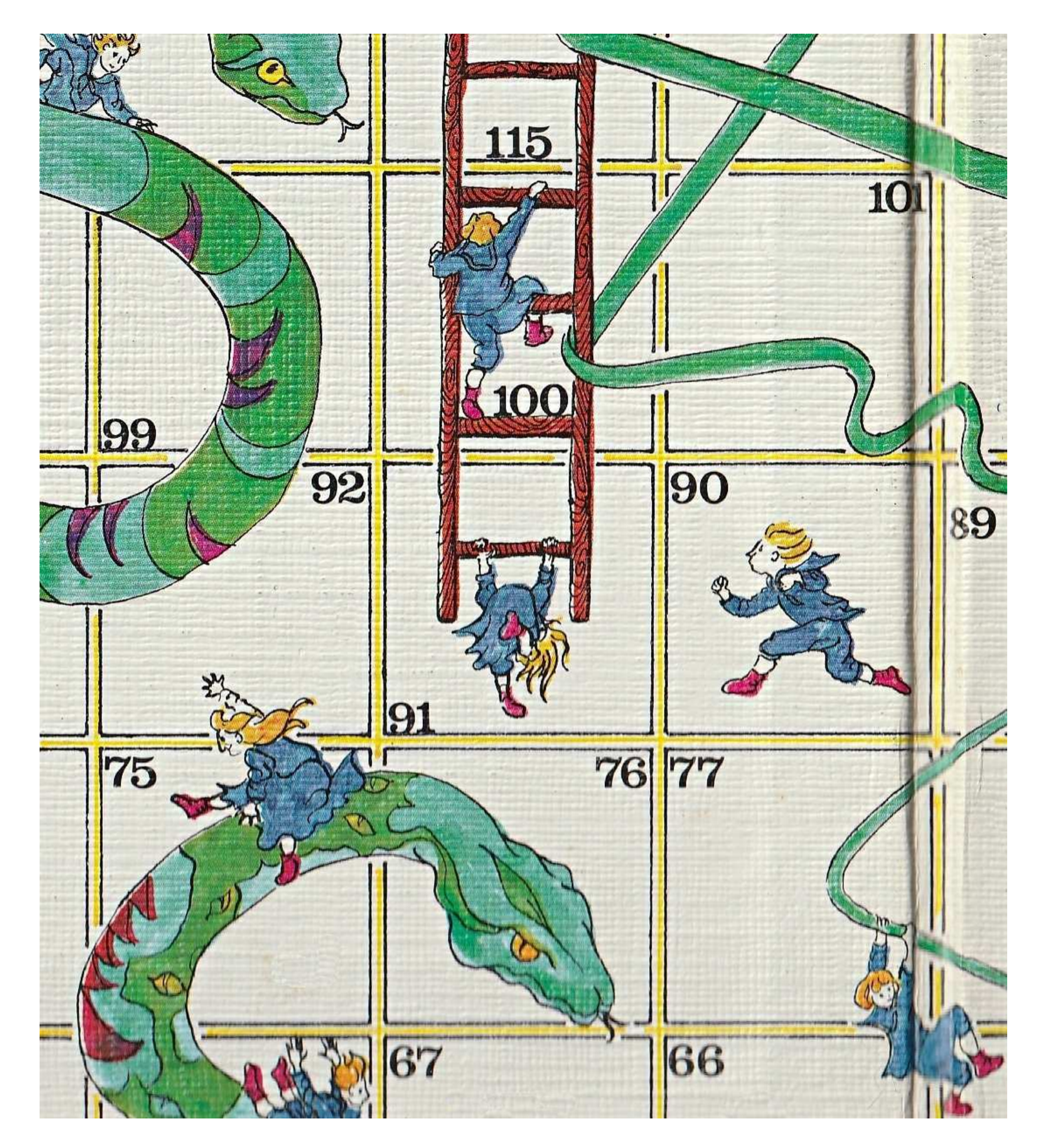
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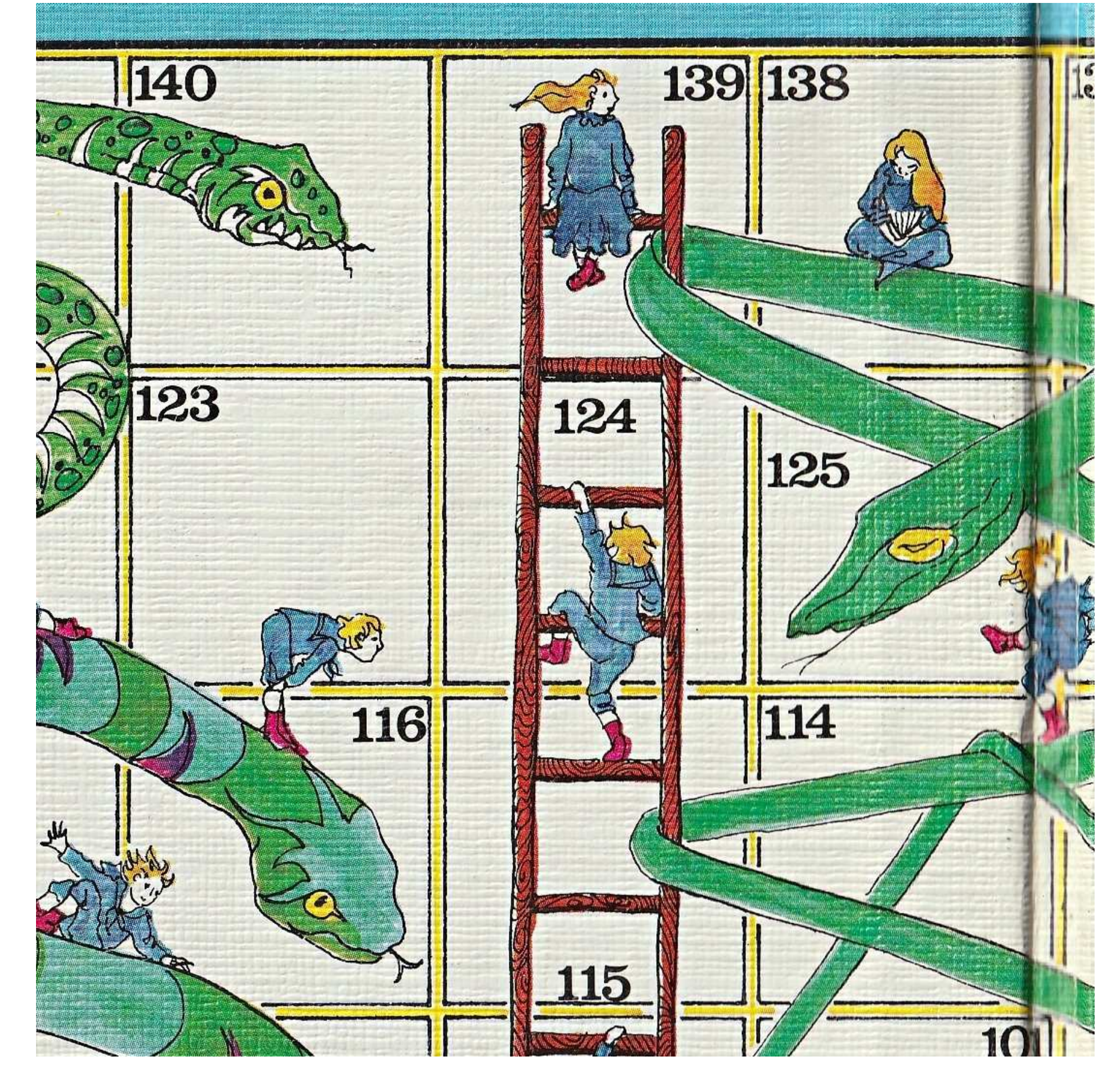
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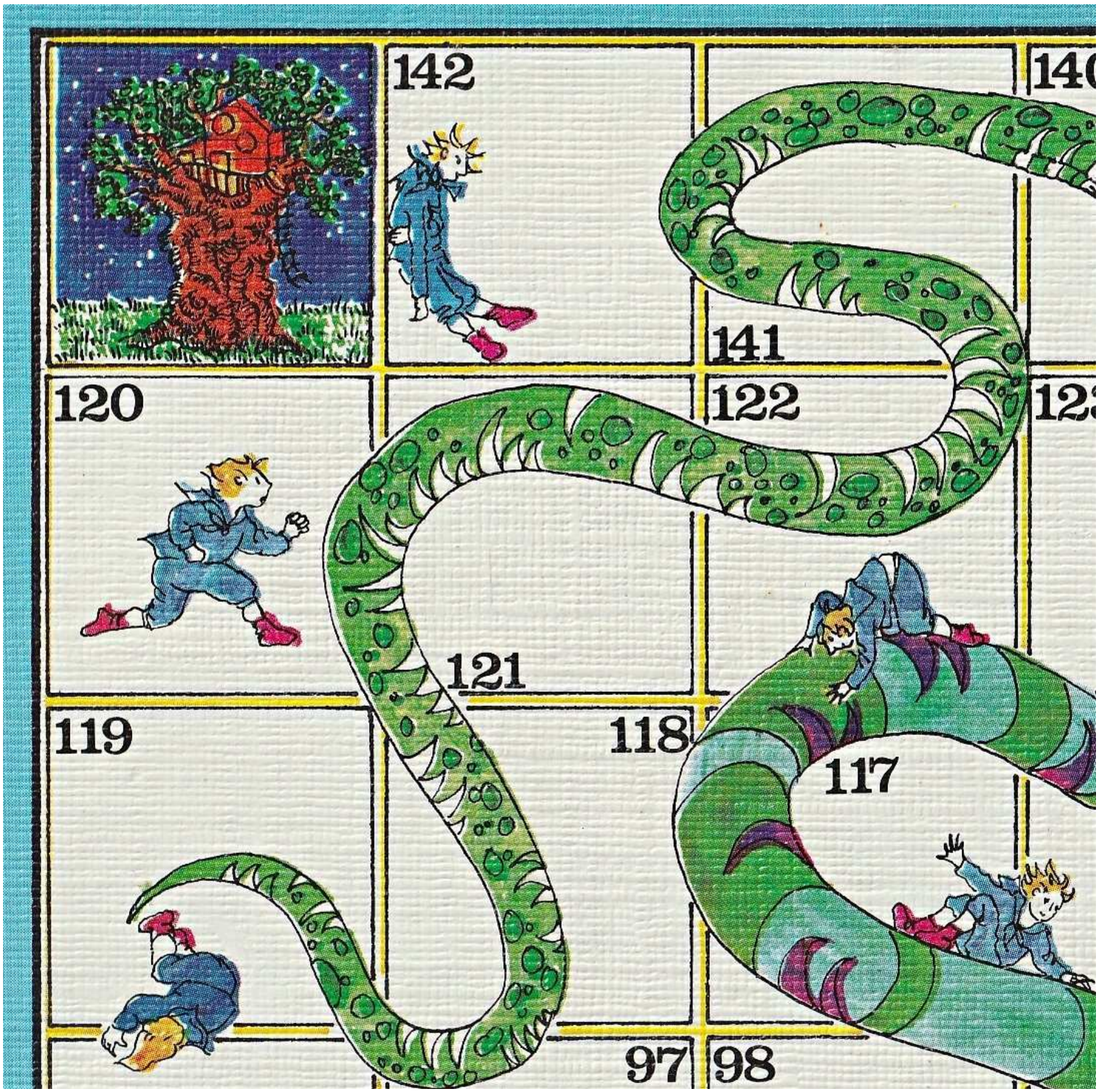
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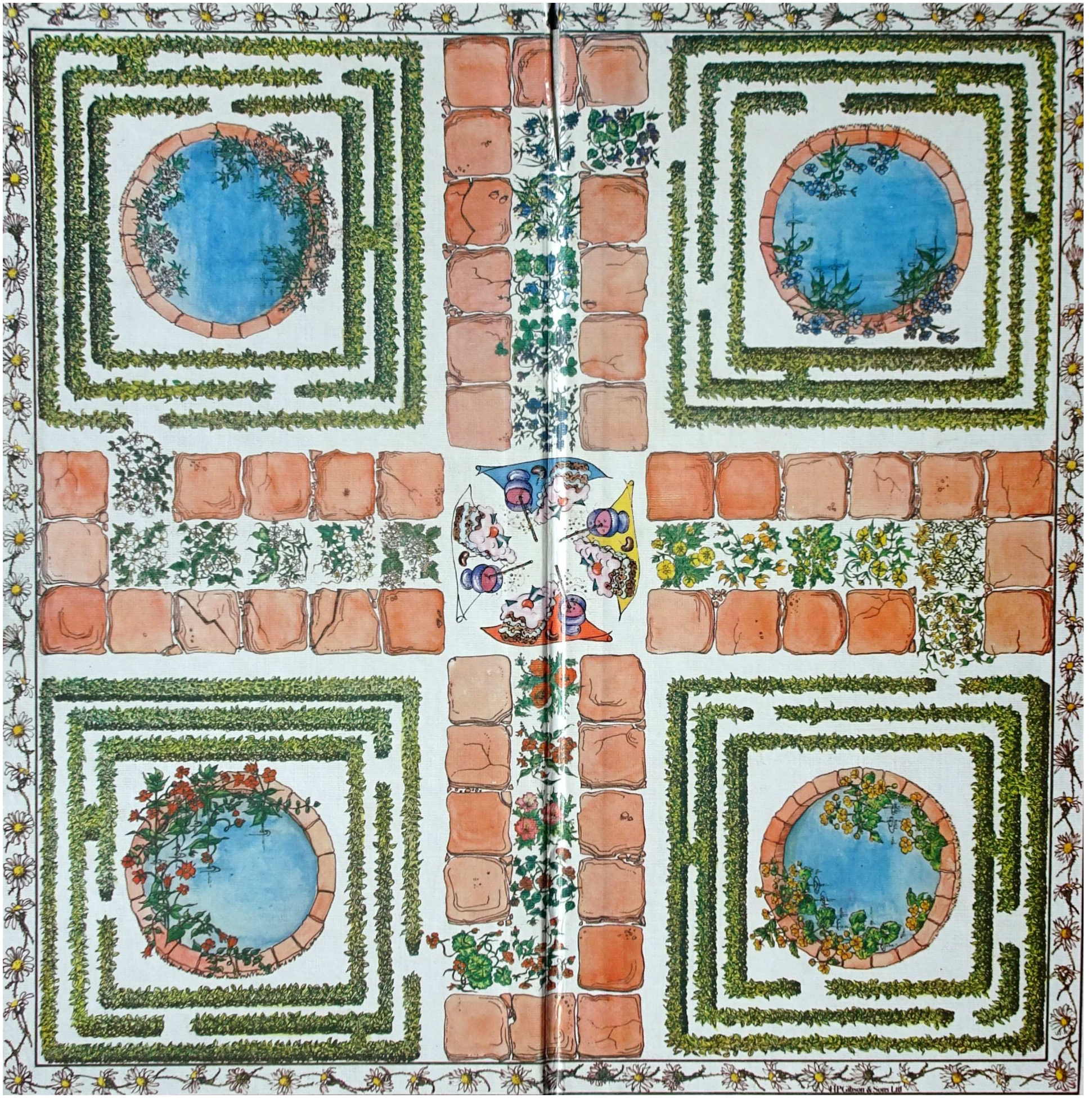


H.P. Gibson & Sons Ltd

WESTMINSTER

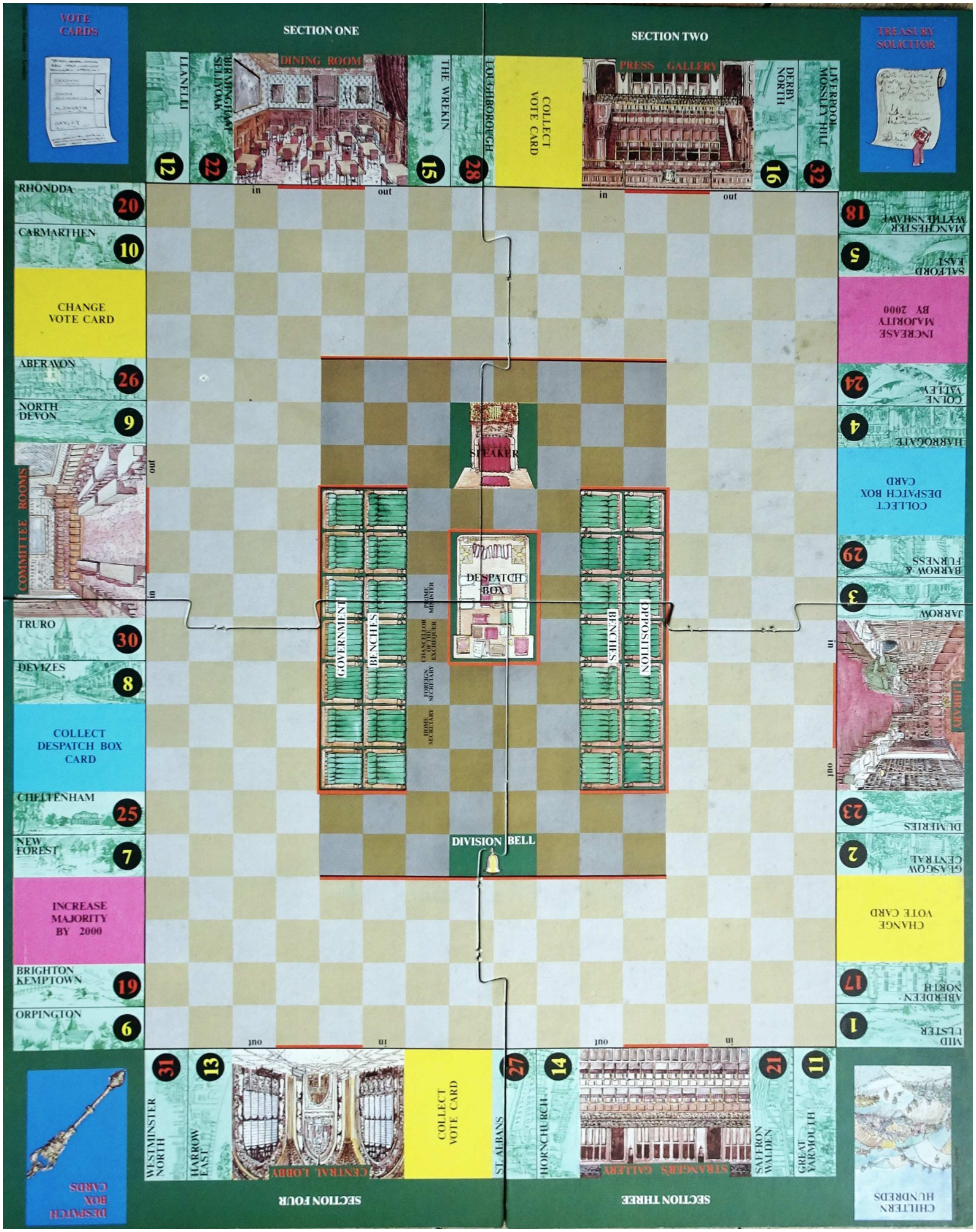
The Election Game

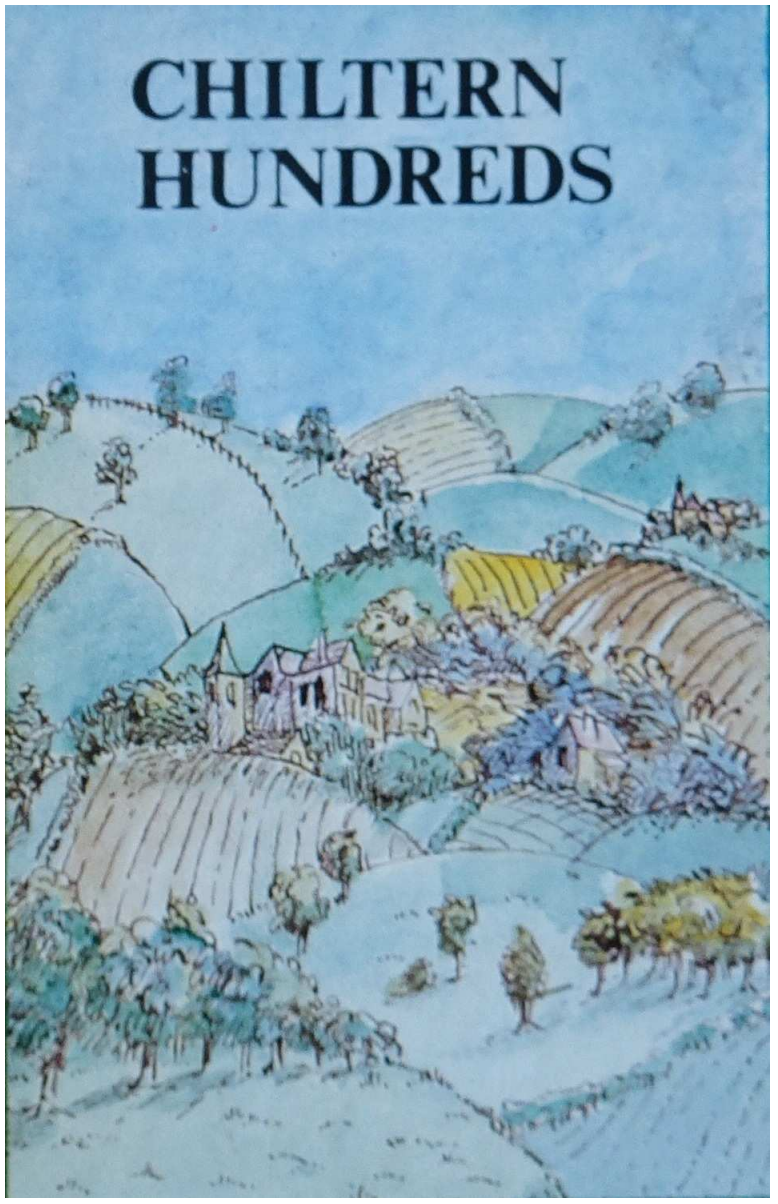
An absorbing family game which simulates the compulsive struggle for power in politics. By - elections are held, seats are won and alliances are made and broken as players endeavour to become the party in power at Westminster and form a government.

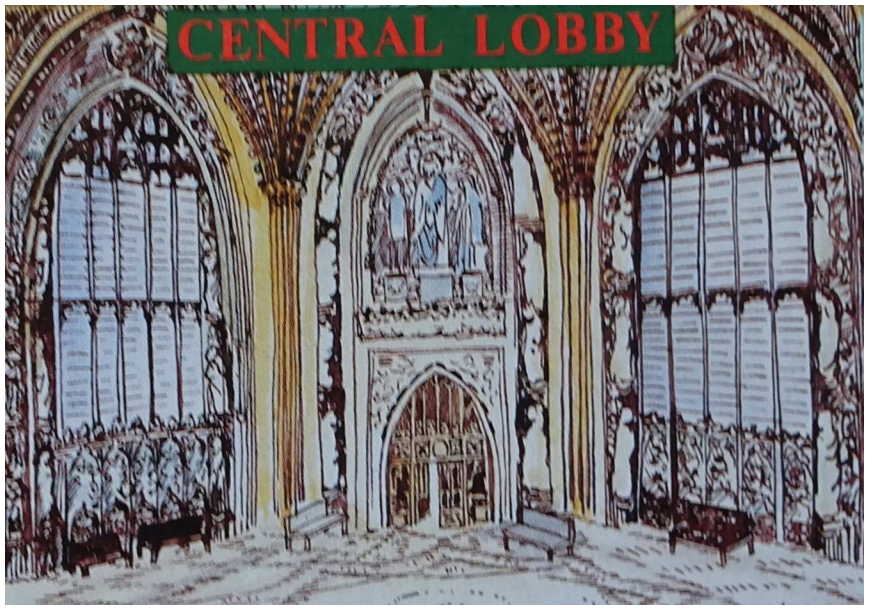
2 - 6 players age 11 years upwards.

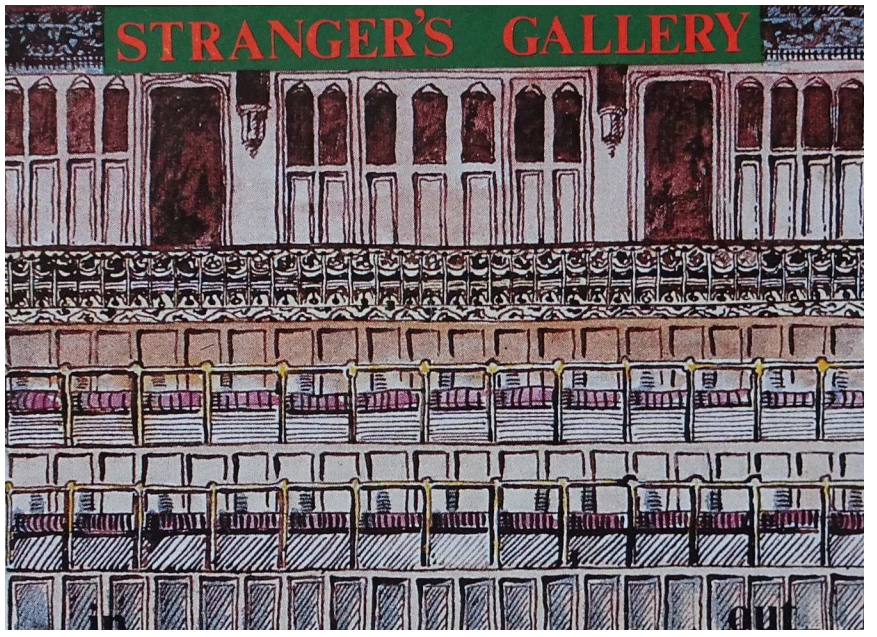
WESTMINSTER
The Election Game

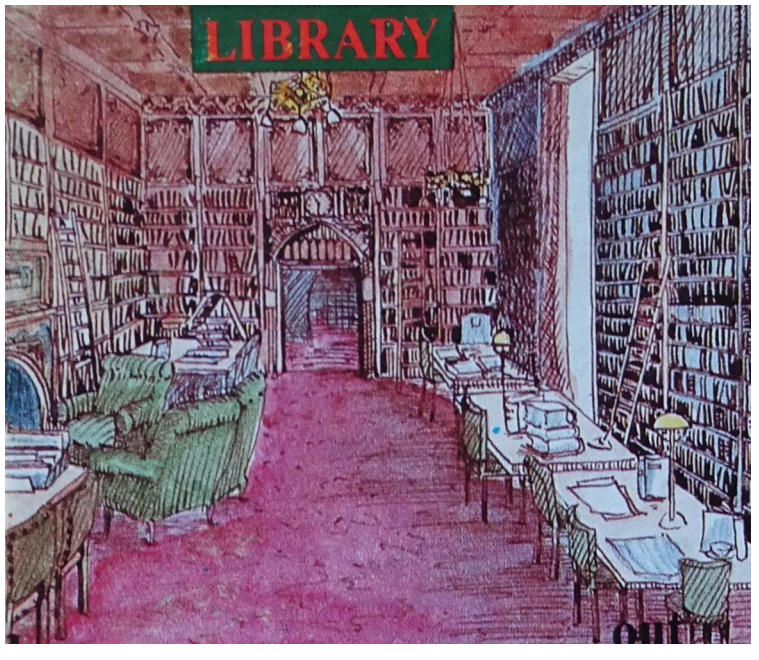
Rules


VOTE CARDS
SECTION ONE
SECTION TWO
TREASURY SOLICITOR
LLANELLI
12
BIRMINGHAM SELLYOAK
22
DINING ROOM
THE WREKIN
15
LOUGHBOROUGH
28
COLLECT VOTE CARD
PRESS GALLERY
DERBY NORTH
16
LIVERPOOL MOSSLEY HILL
32
in
out
RHONDDA
20
CARMARTHEN
10
CHANGE VOTE CARD
ABERAVON
26
NORTH DEVON
9
COMMITTEE ROOMS
TRURO
30
DEVIZES
8
COLLECT DESPATCH BOX CARD
CHELTENHAM
25
NEW FOREST
7
INCREASE MAJORITY BY 2000
BRIGHTON KEMPTOWN
19
ORPINGTON
6
SPEAKER
DESPATCH BOX
GOVERNMENT
BENCHES
CHANCELLOR OF THE EXCHEQUER
FOREIGN SECRETARY
HOME SECRETARY
PRIME MINISTER
BENCHES
OPPOSITION
DIVISION BELL
MANCHESTER WITHENSHAWE
18
SALFORD EAST
5
INCREASE MAJORITY BY 2000
COLNE VALLEY
24
HARROGATE
4
COLLECT DESPATCH BOX CARD
BARROW & FURNESS
29
JARROW
3
LIBRARY
DULWICH
23
GLASGOW CENTRAL
2
CHANGE VOTE CARD
MID ULSTER
1
ABERDEEN NORTH
17
WESTMINSTER NORTH
31
HARROW EAST
13
CENTRAL LOBBY
COLLECT VOTE CARD
ST. ALBANS
27
HORNCHURCH
14
STRANGERS GALLERY
SAFFRON WALDEN
21
GREAT YARMOUTH
11
DESPATCH BOX CARDS
SECTION FOUR
SECTION THREE
CHILTERN HUNDREDS


CHILTERN
HUNDREDS


CENTRAL LOBBY


STRANGER'S GALLERY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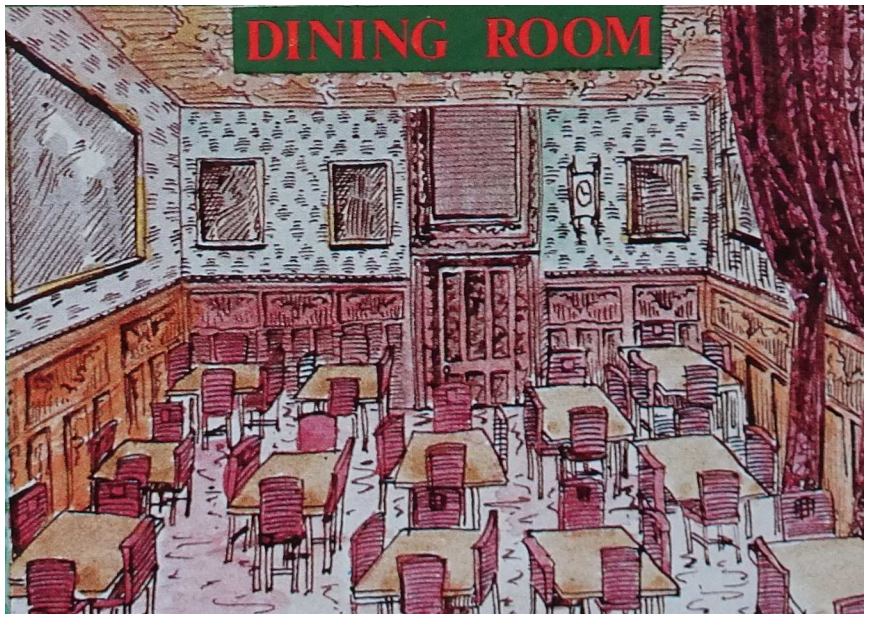
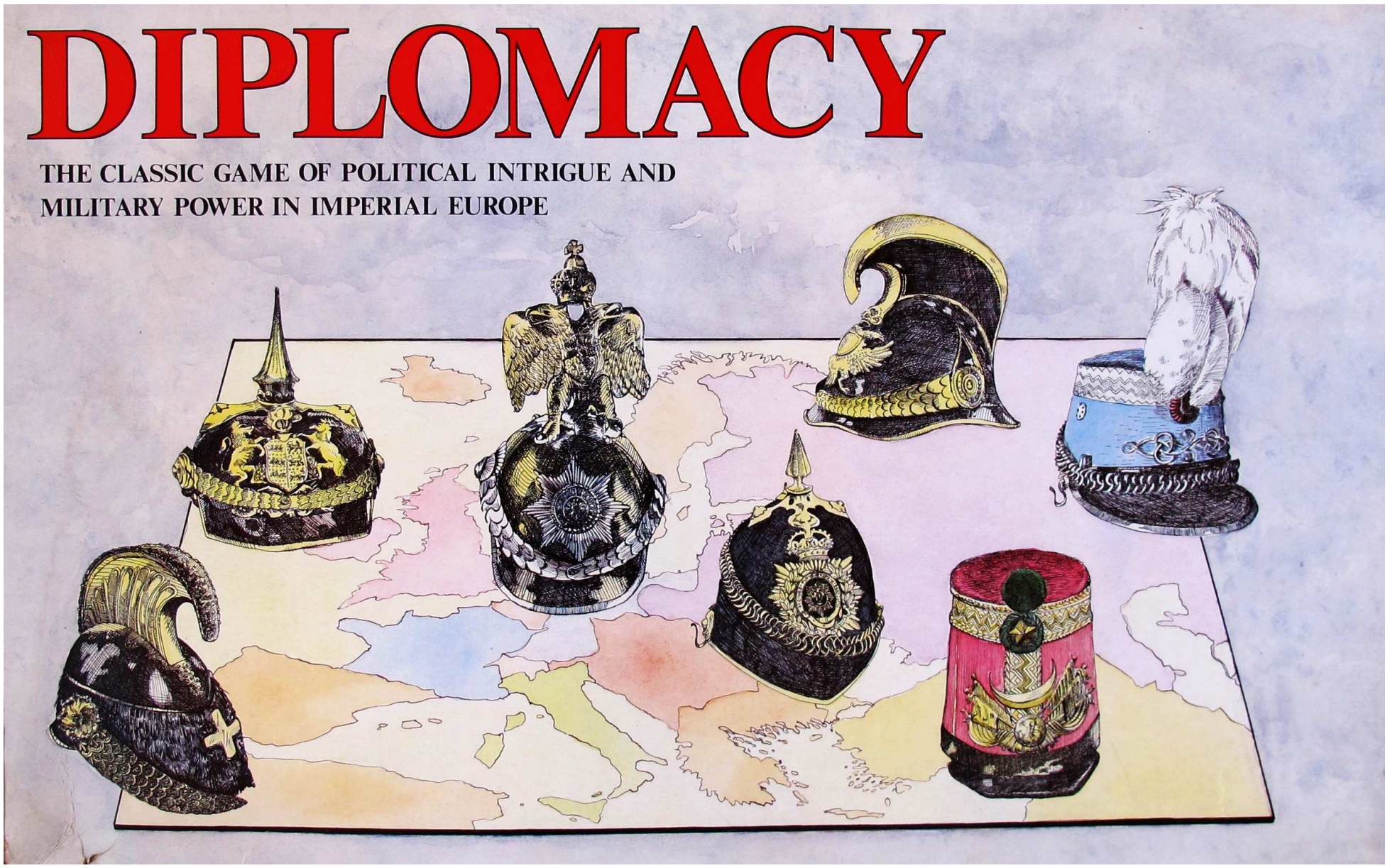

DINING ROOM

DIPLOMACY

THE CLASSIC GAME OF POLITICAL INTRIGUE AND MILITARY POWER IN IMPERIAL EUROPE

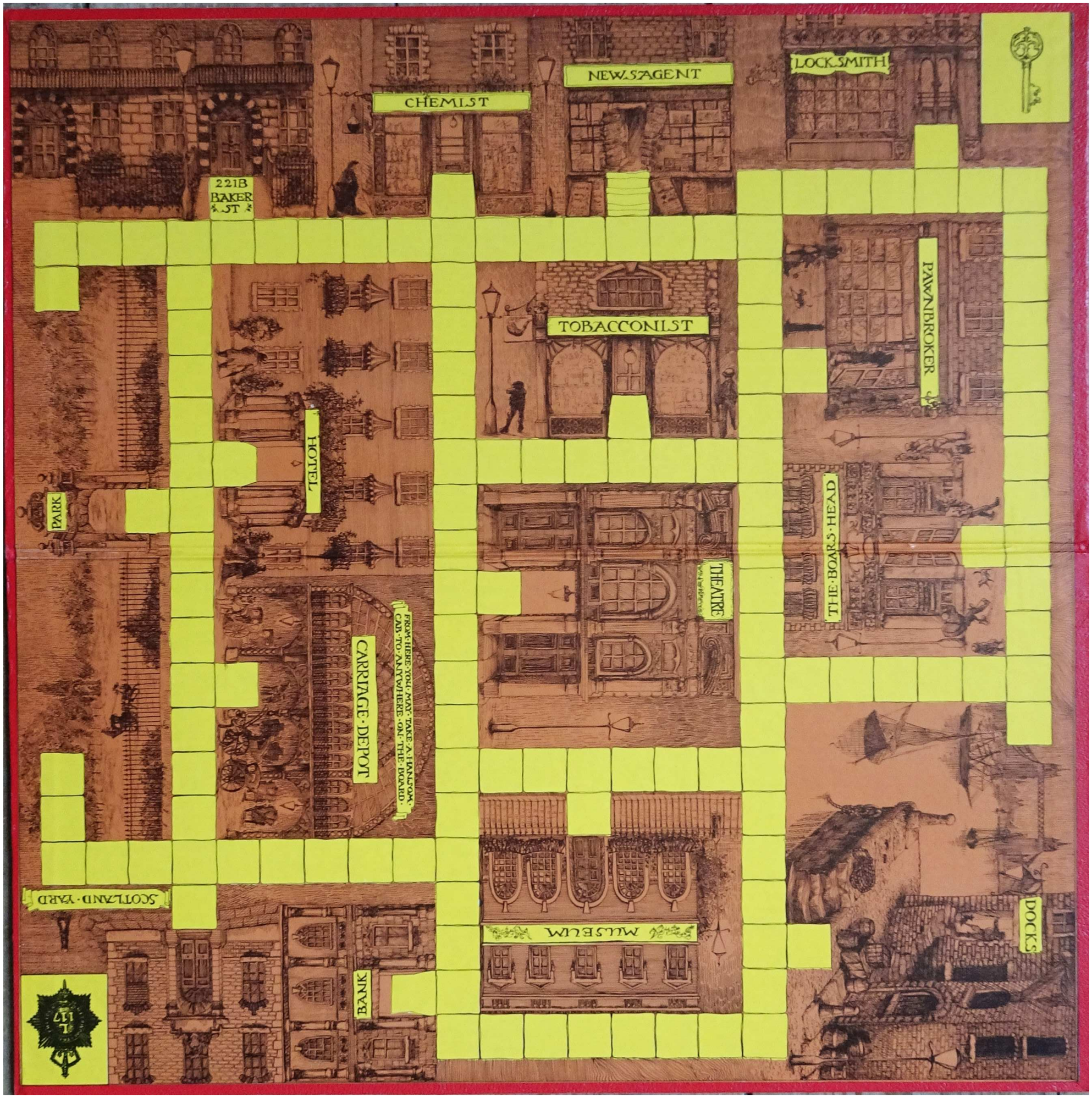


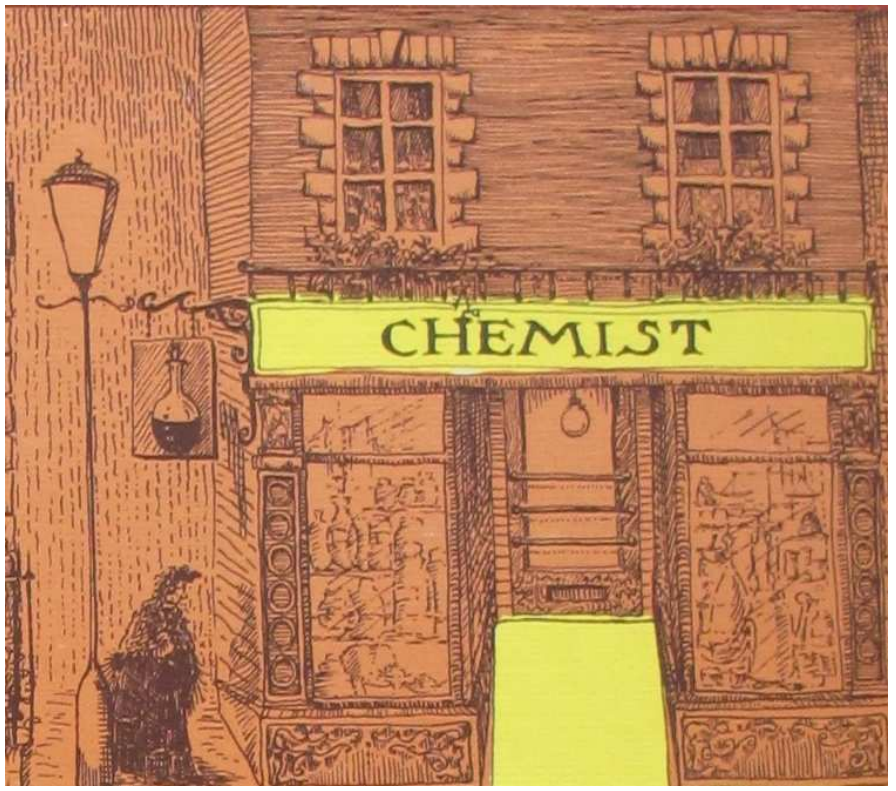
221B BAKER STREET

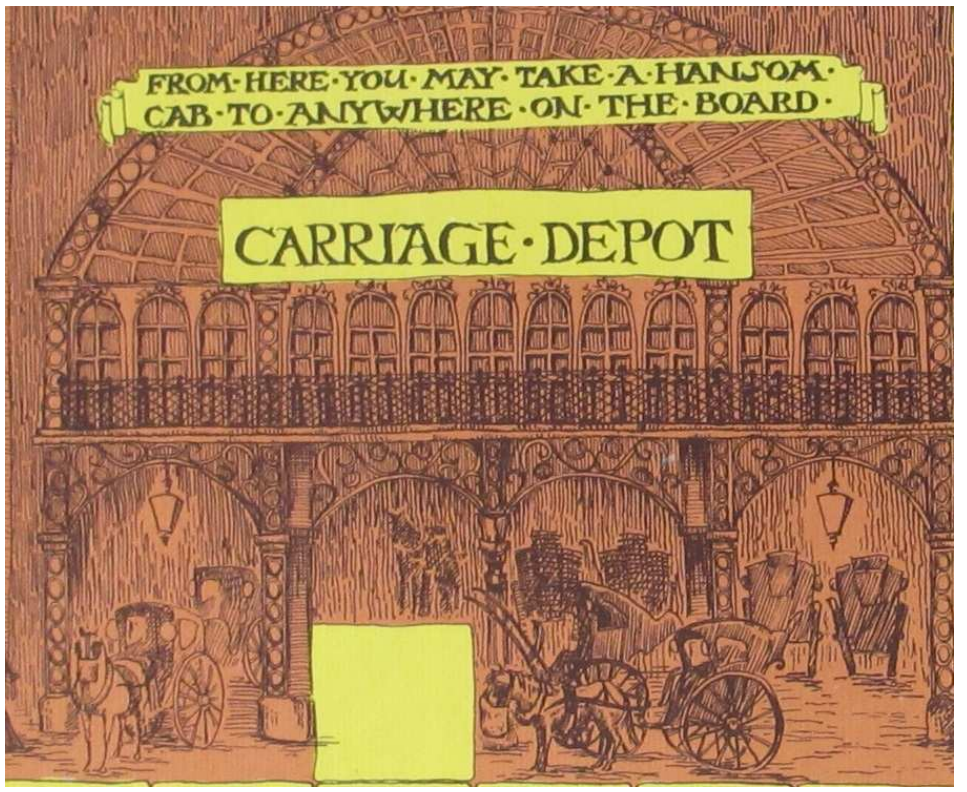
THE · MASTER DETECTIVE · GAME

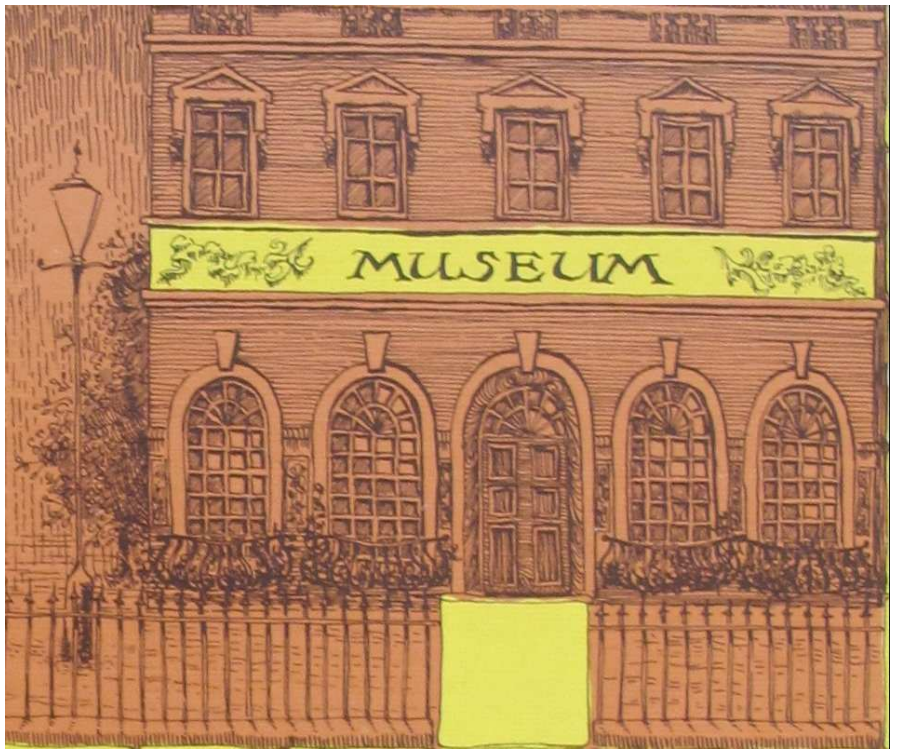
FOR 2--6 PLAYERS

AGE --- 10 TO ADULT


LOCKSMITH
NEWSAGENT
CHEMIST
221B BAKER ST
PAWNBROKER
TOBACCONIST
HOTEL
PARK
THE·BOARS·HEAD
THEATRE
FROM·HERE·YOU·MAY·TAKE·A·HANSOM·CAB·TO·ANYWHERE·ON·THE·BOARD
CARRIAGE·DEPOT
DOCKS
MUSEUM
SCOTLAND·YARD
BANK


CHEMIST


FROM·HERE·YOU·MAY·TAKE·A·HANSOM·
CAB·TO·ANYWHERE·ON·THE·BOARD·
CARRIAGE·DEPOT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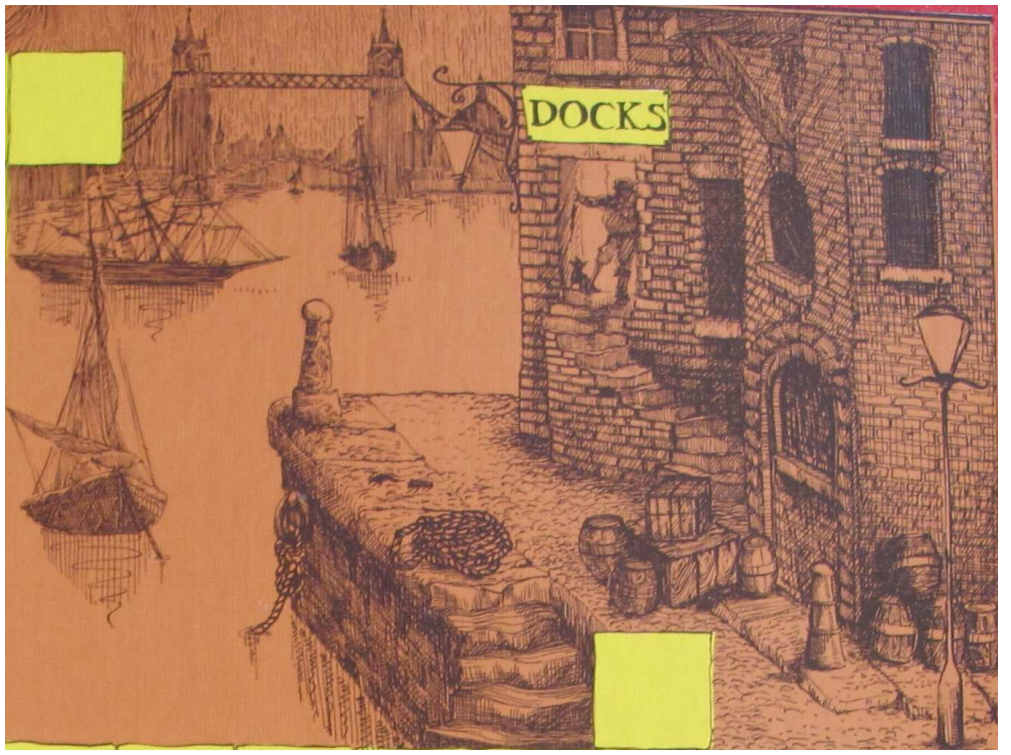
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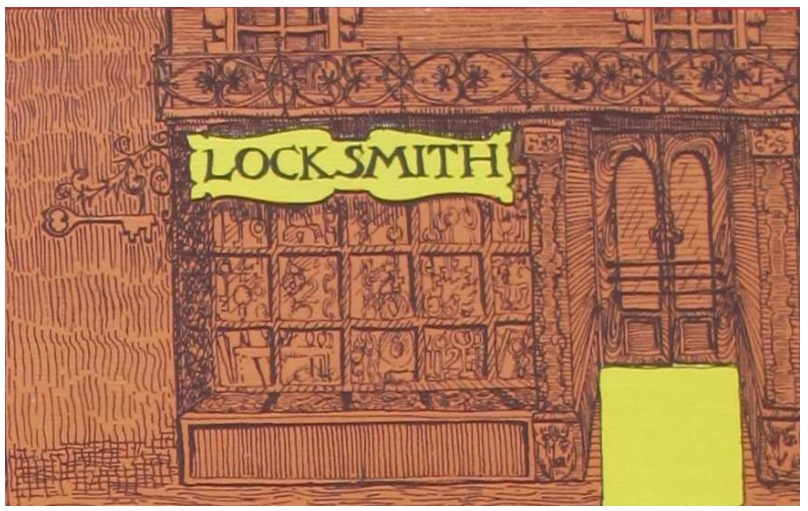
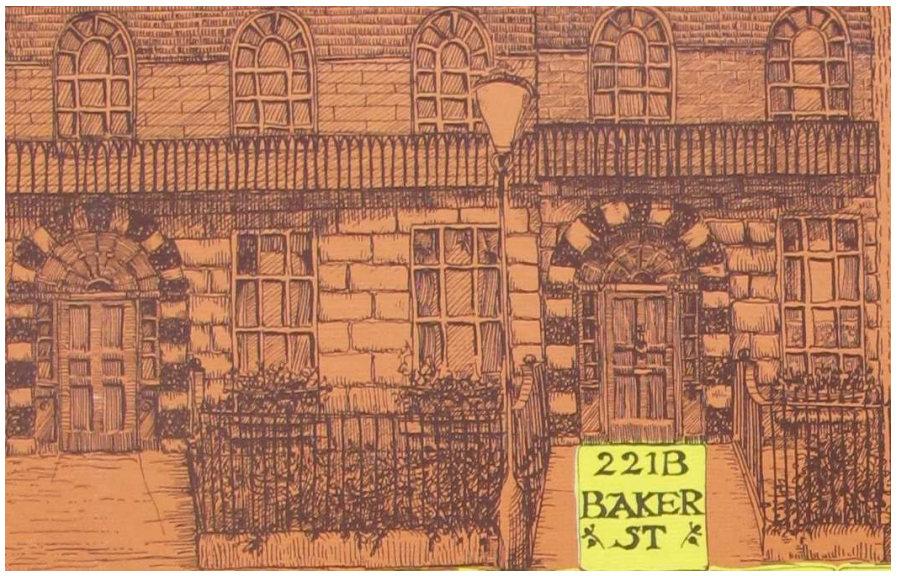

LOCKSMITH


221B
BAKER
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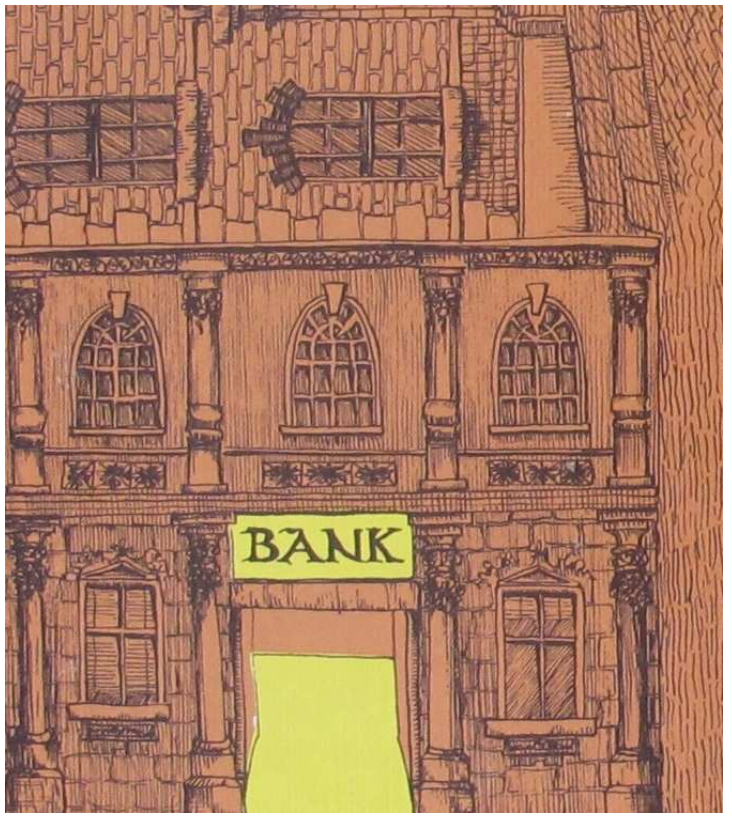
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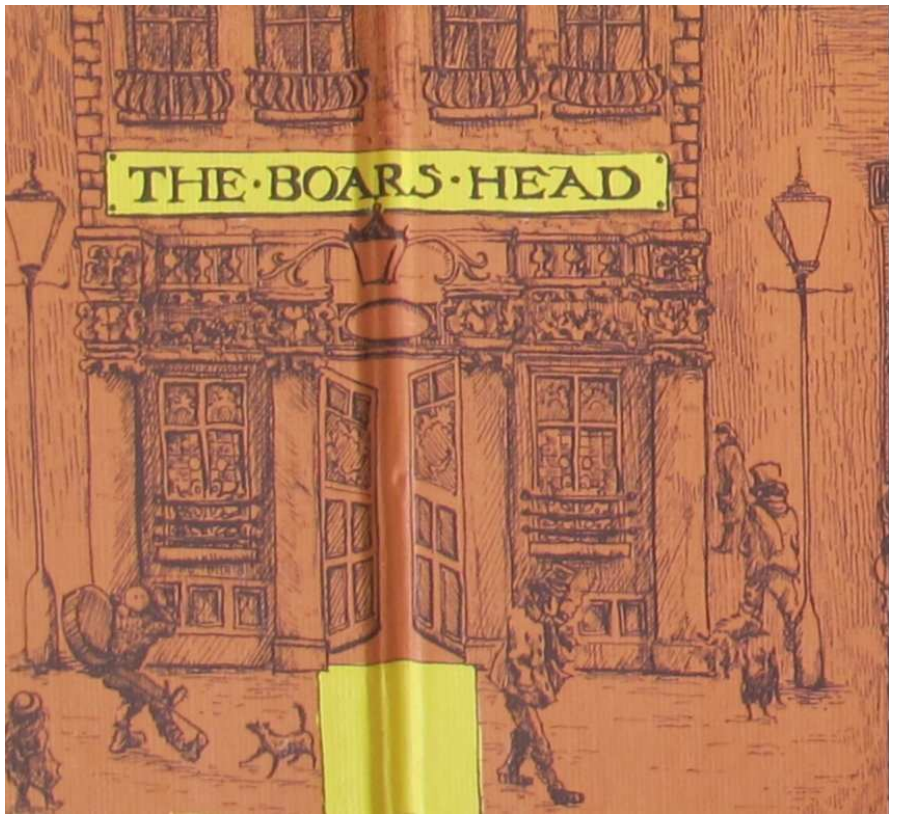
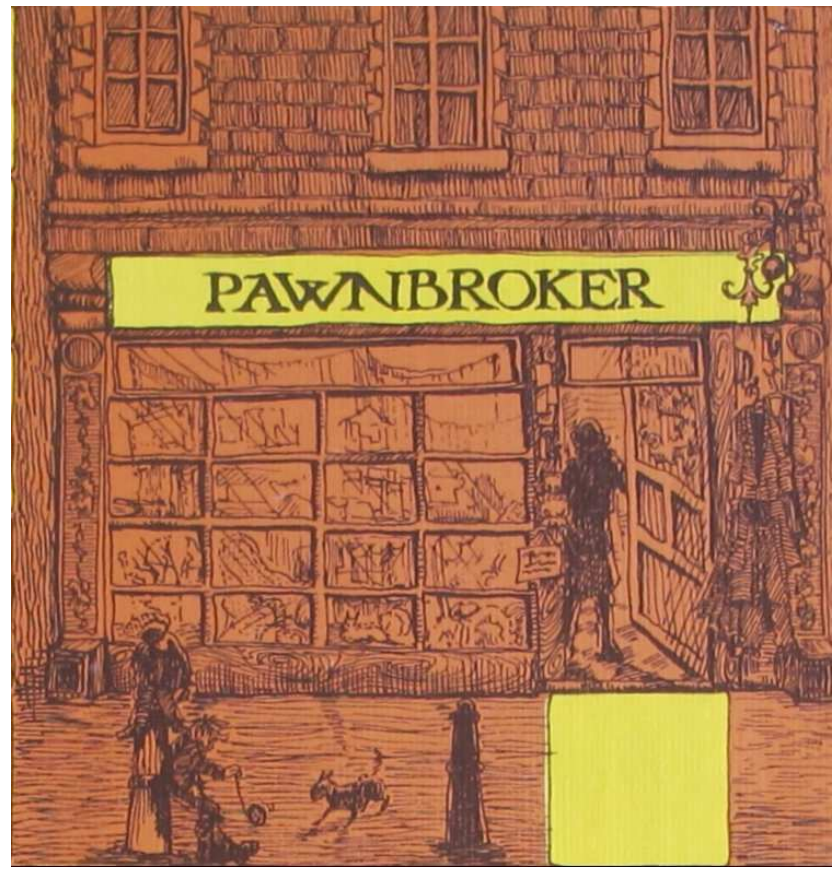

THE·BOARS·HEAD

NEWSAGENT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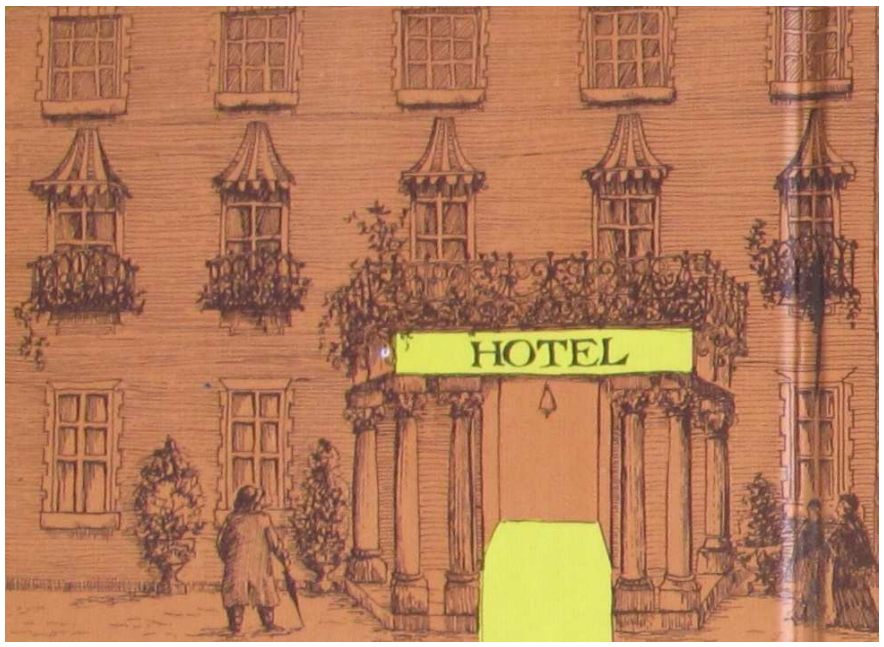
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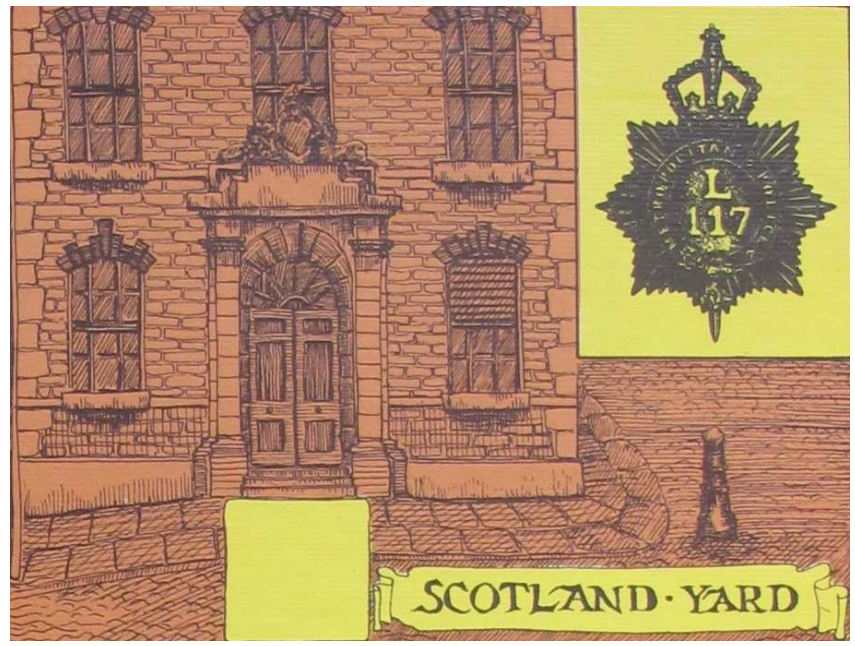
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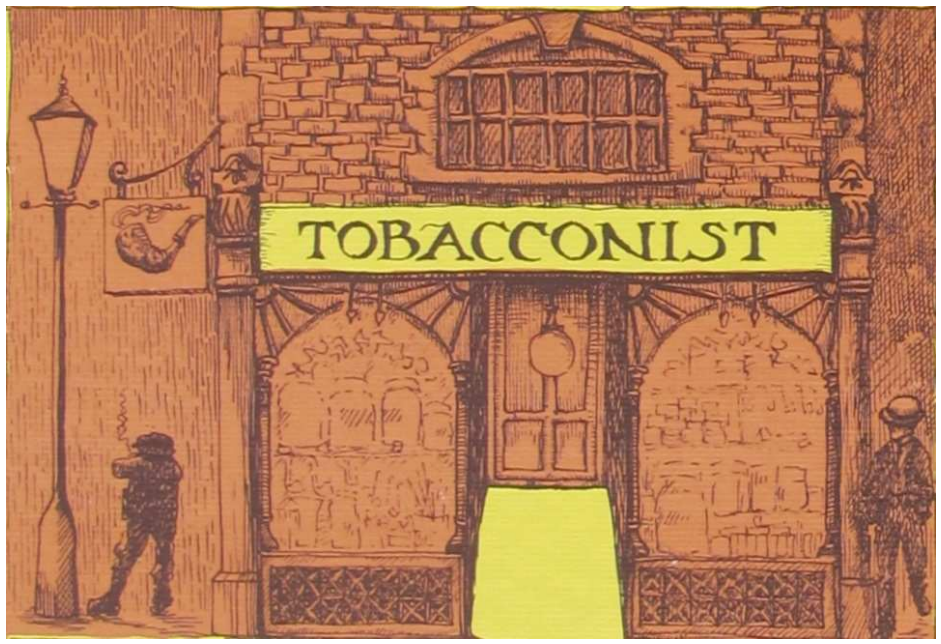
SCOTLAND · YARD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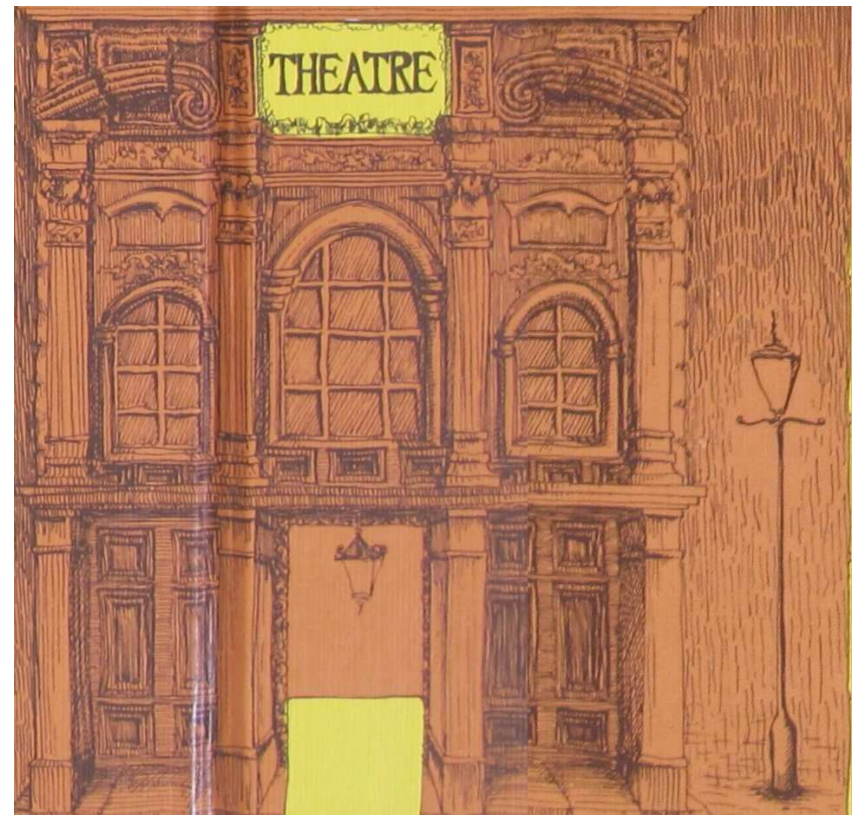
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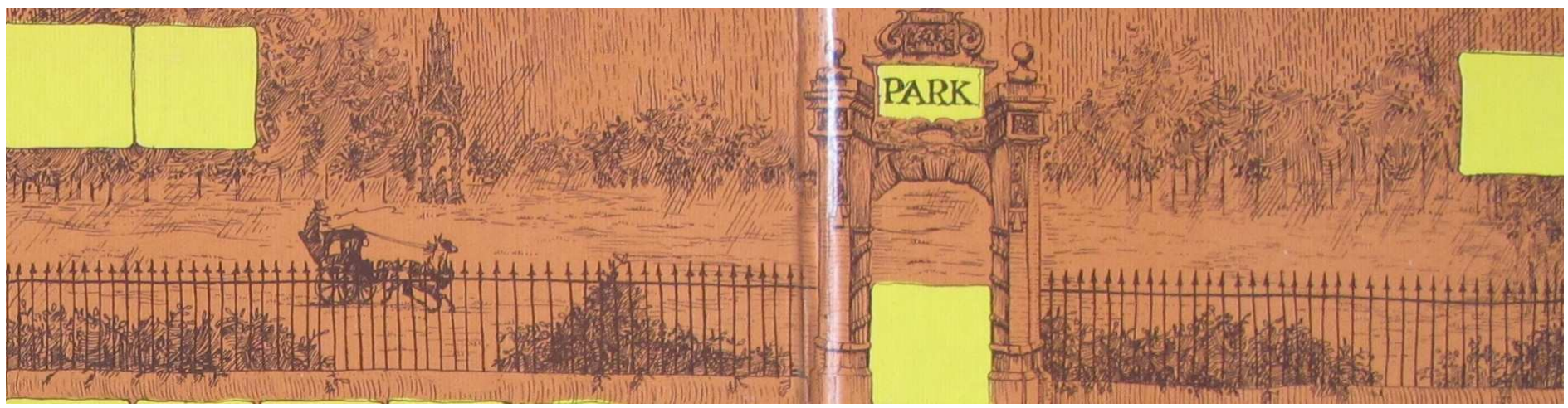
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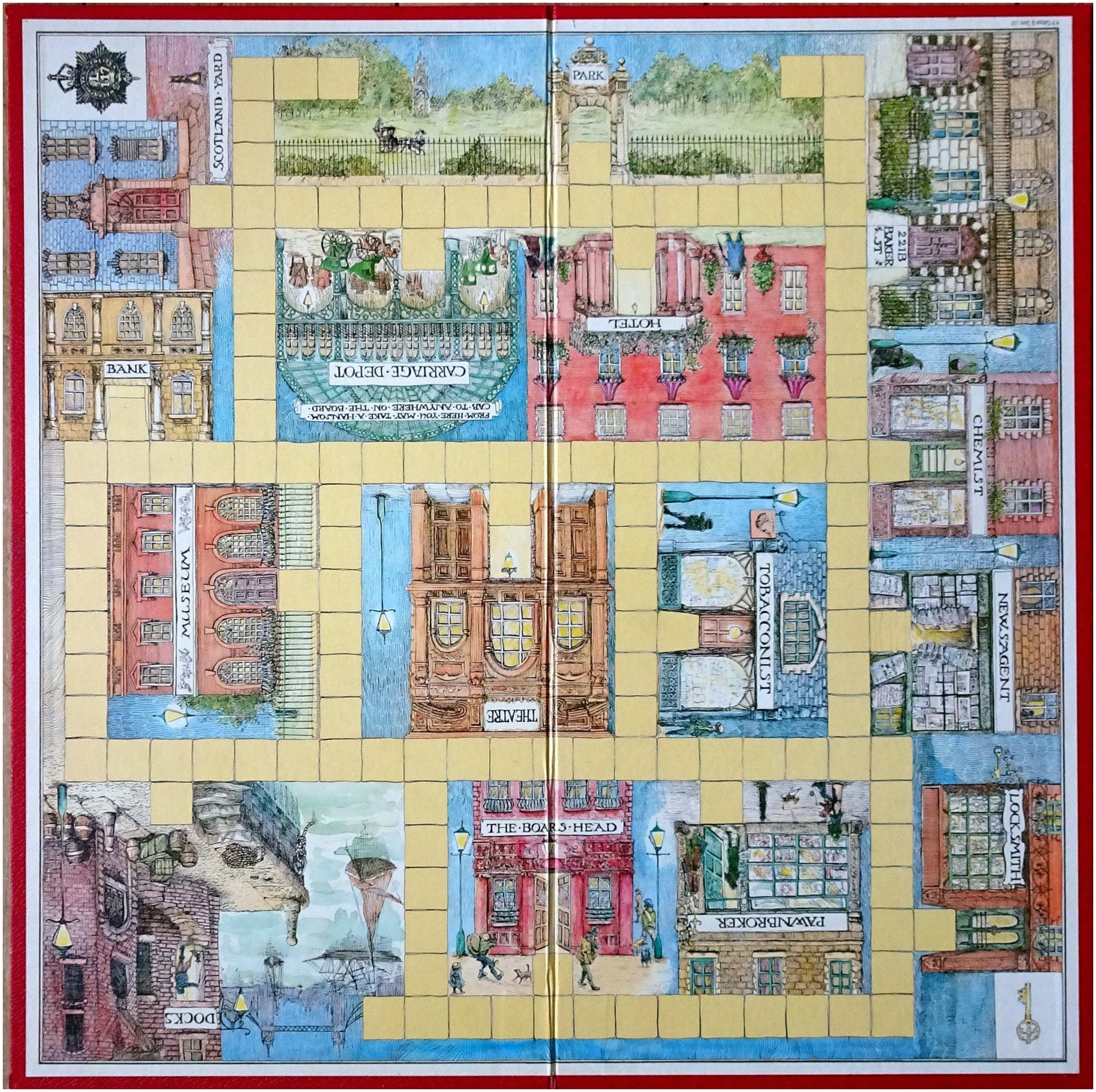
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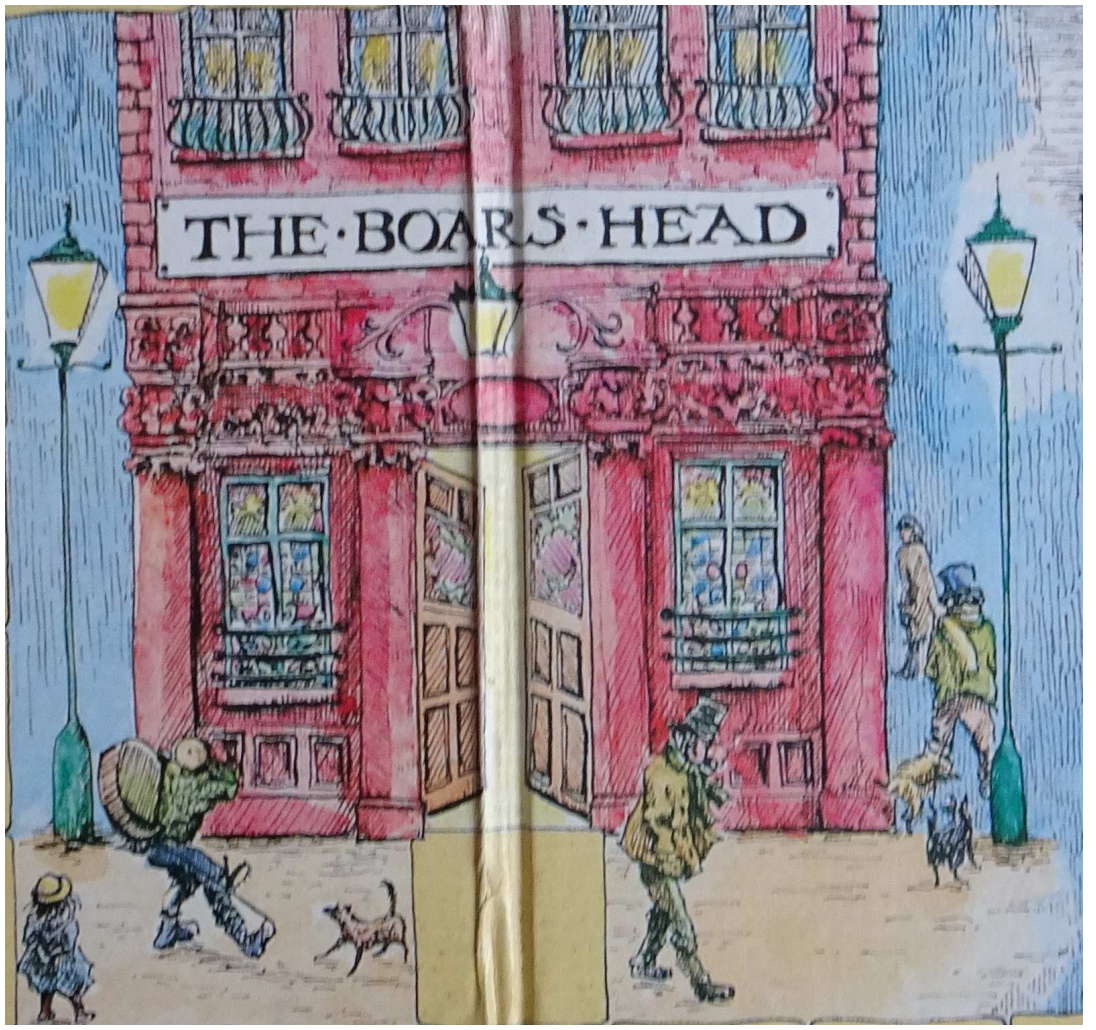
BANK
MUSEUM
DOCKS
PARK
CARRIAGE·DEPOT
FROM·HERE·YOU·MAY·TAKE·A·HANSOM·
CAB·TO·ANYWHERE·ON·THE·BOARD·
THEATRE
THE·BOAR'S·HEAD
HOTEL
TOBACCONIST
PAWNBROKER
221B
BAKER
ST
CHEMIST
NEWSAGENT
LOCKSMITH

TOBACCONIST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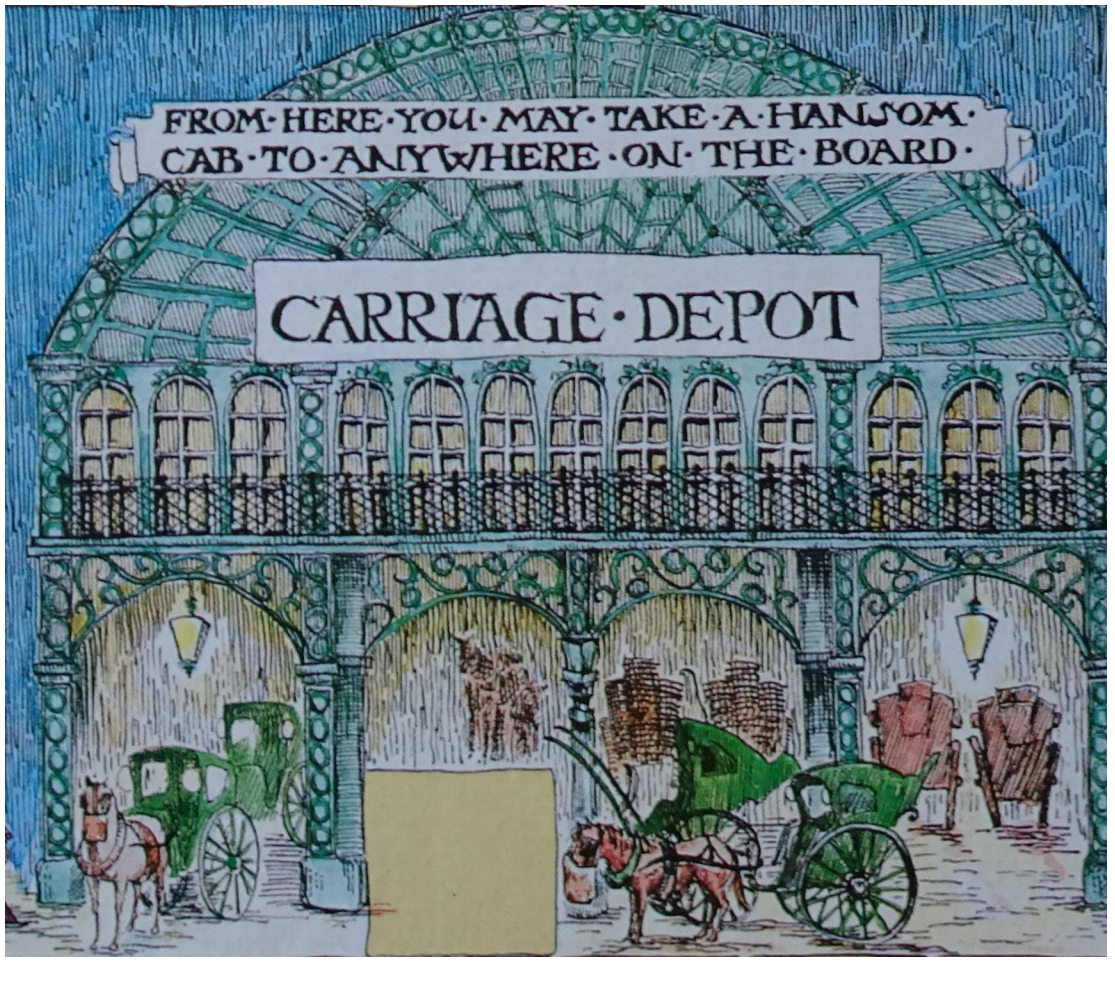
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CAB·TO·ANYWHERE·ON·THE·BOARD·
CARRIAGE·DEPOT

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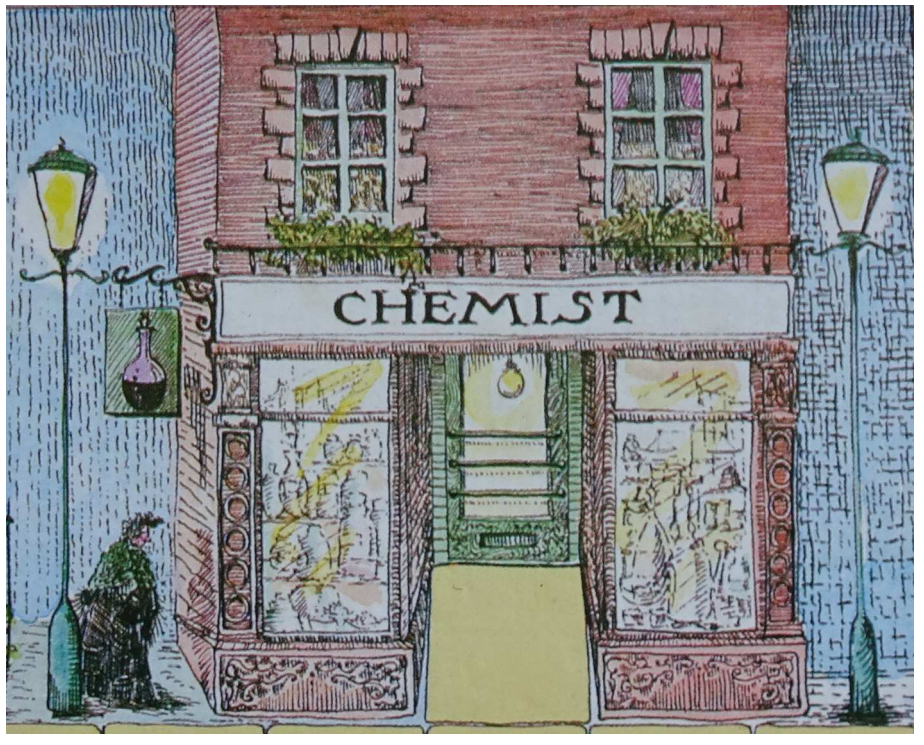
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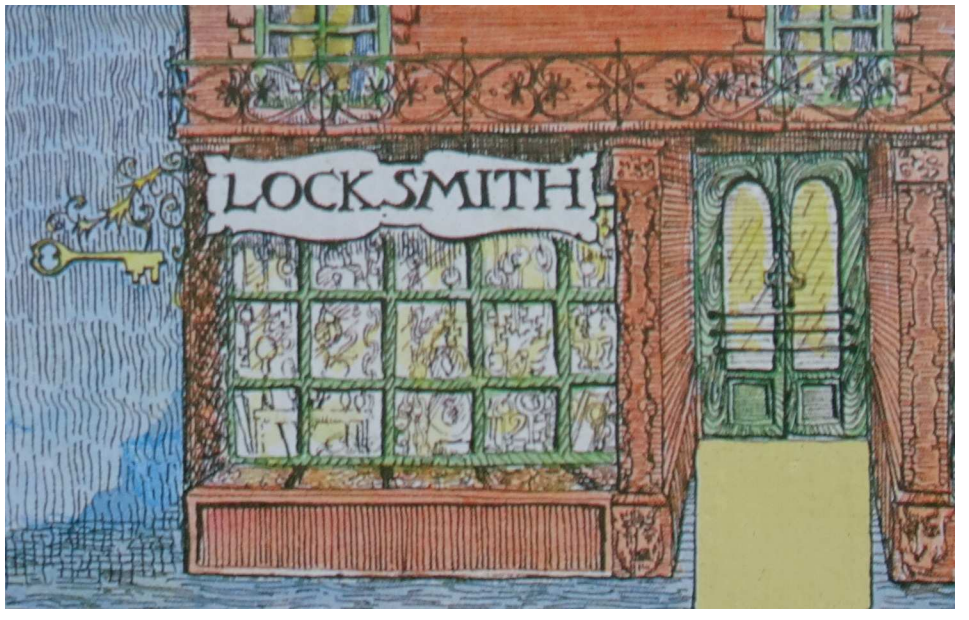
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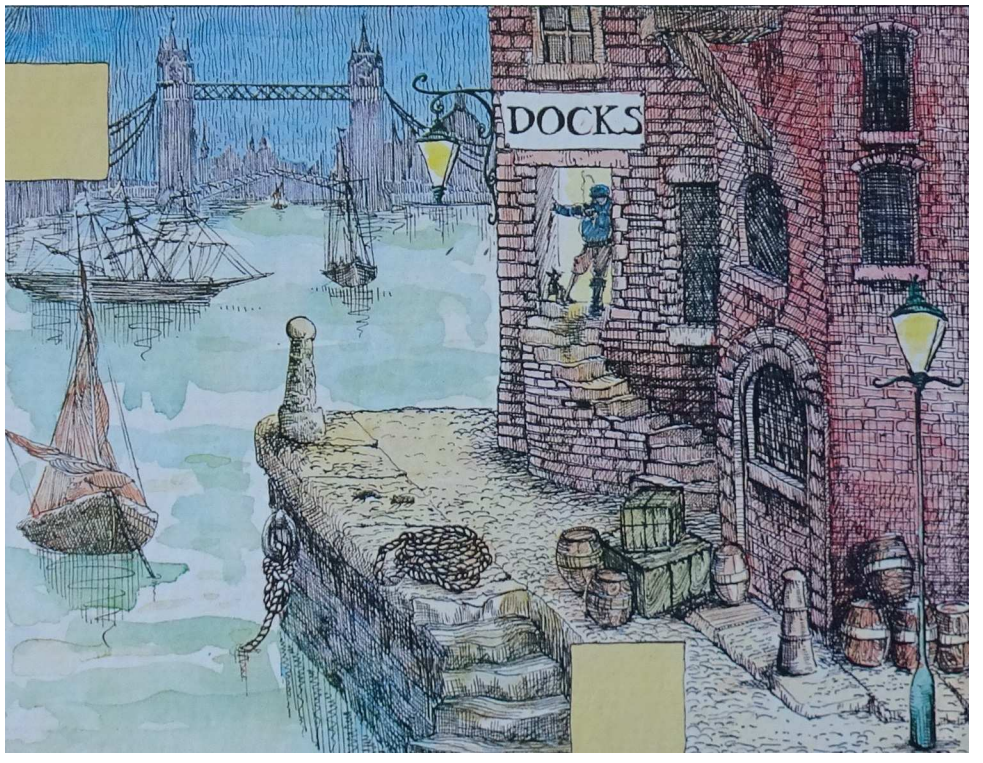
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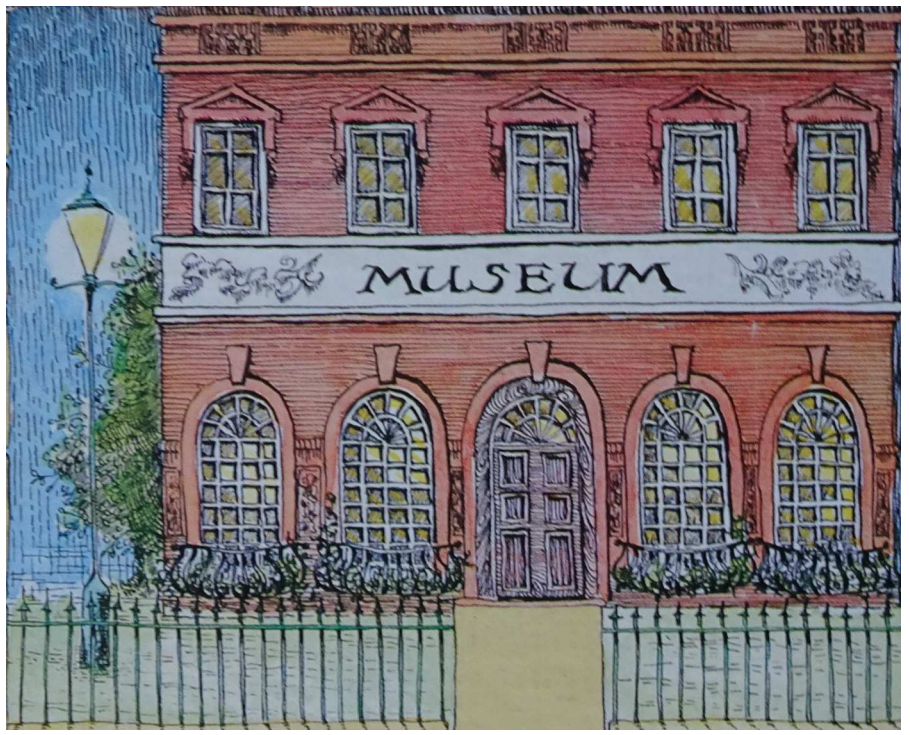
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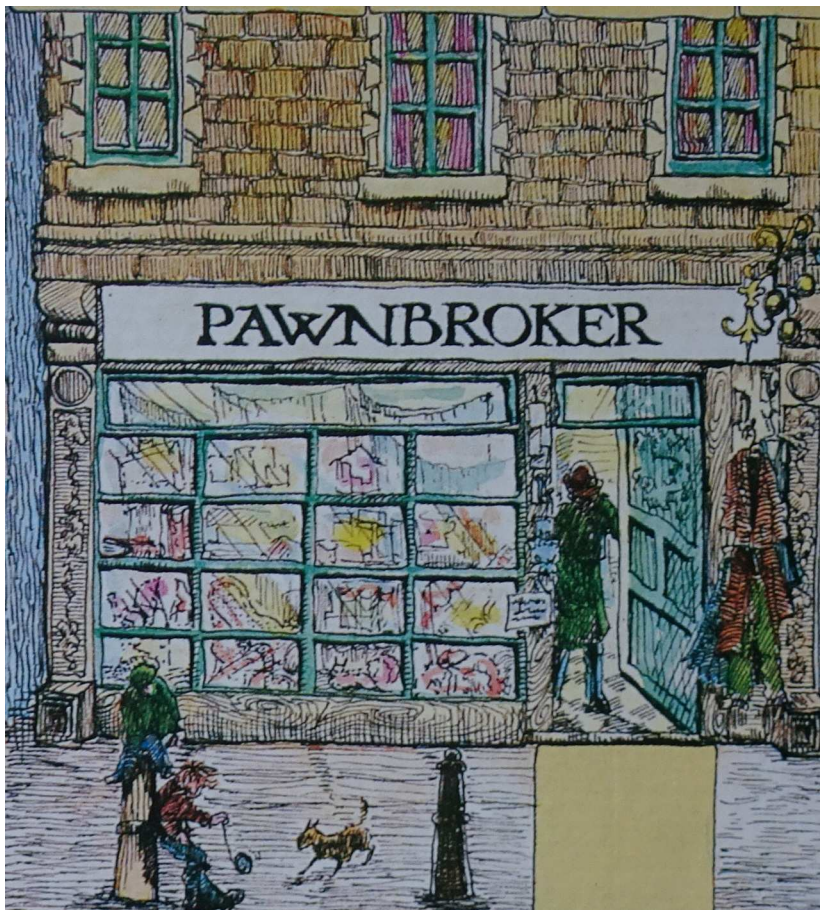
PAWNBROKER

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SCOTLAND · YARD

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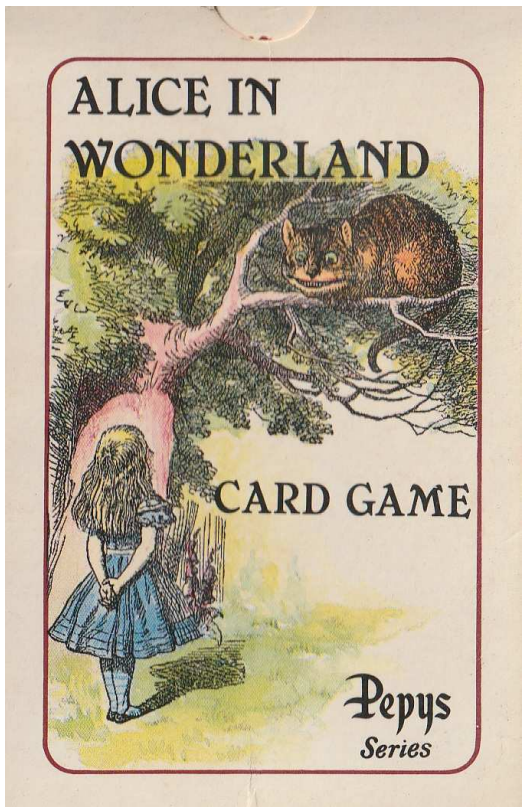
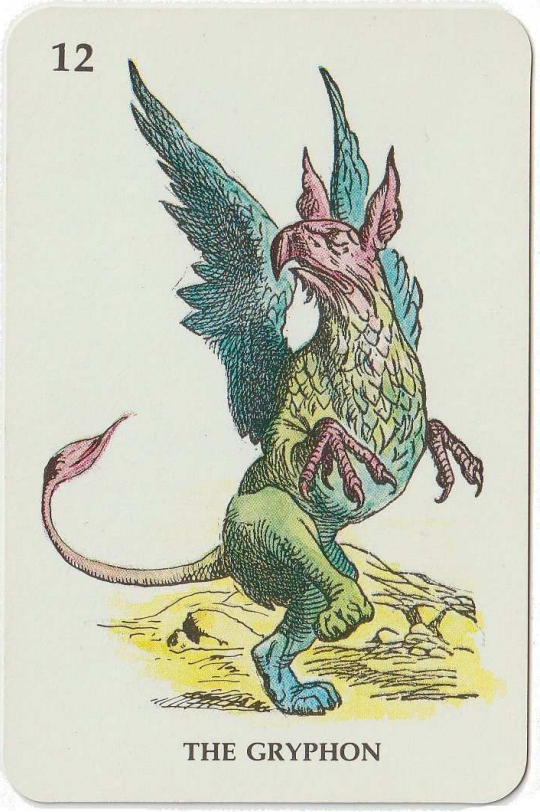
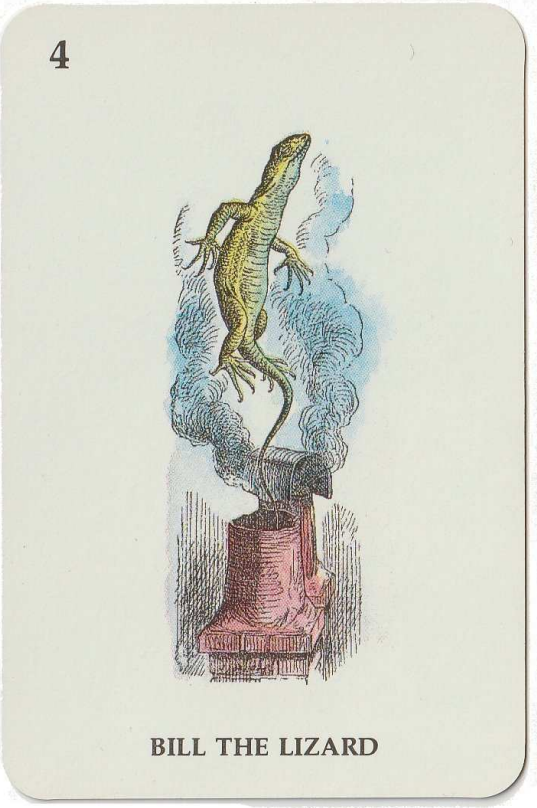
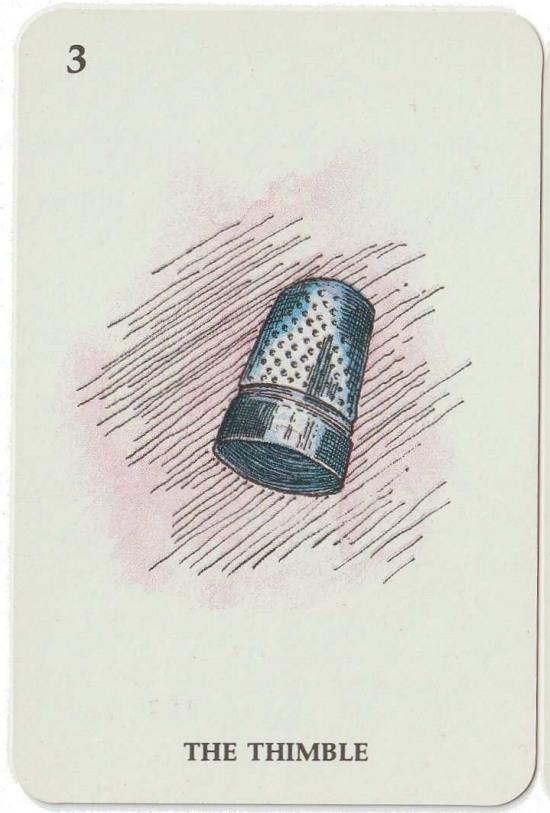
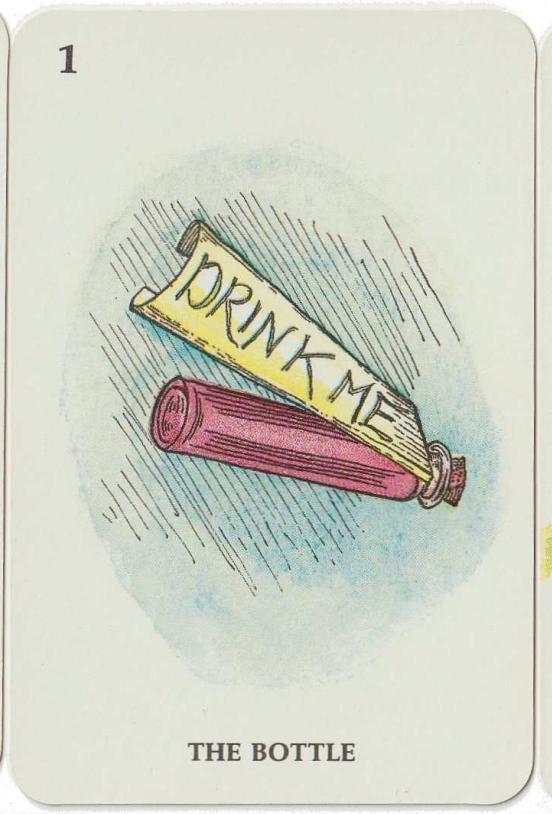


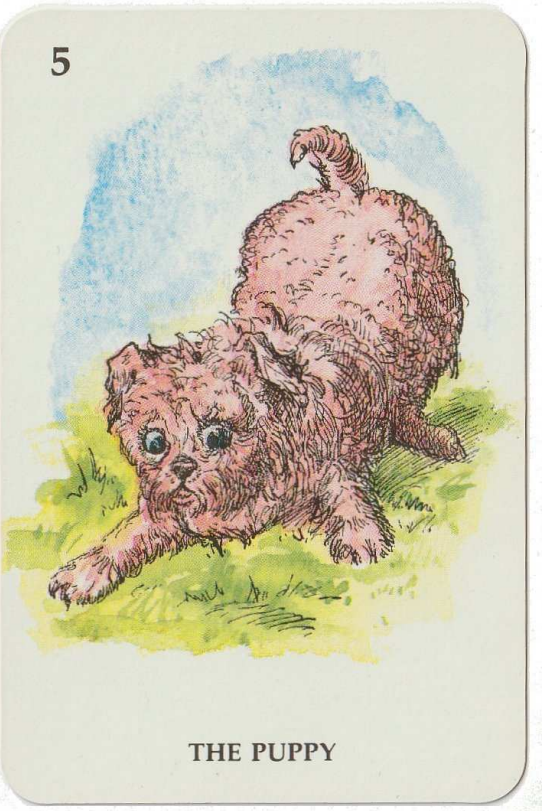


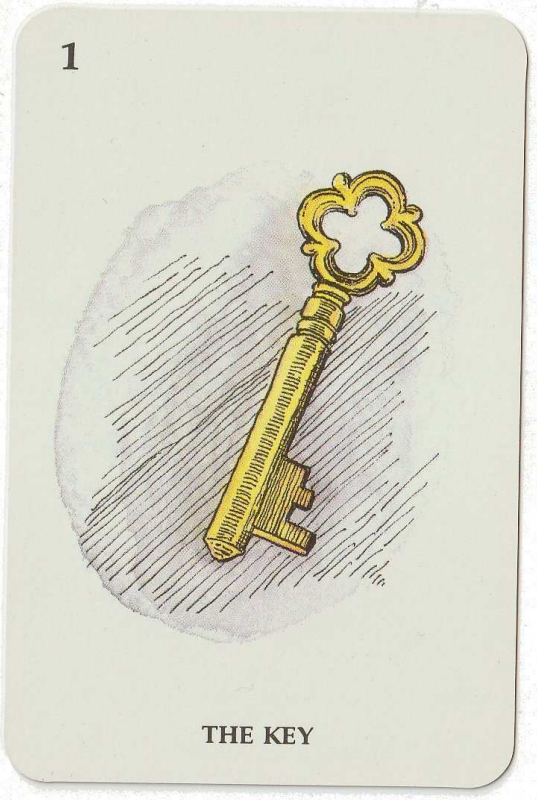


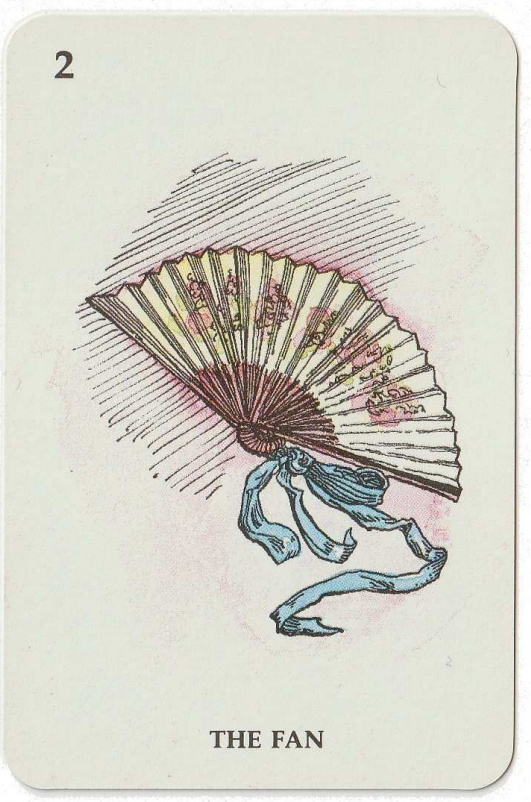
Colourised Tenniel illustrations

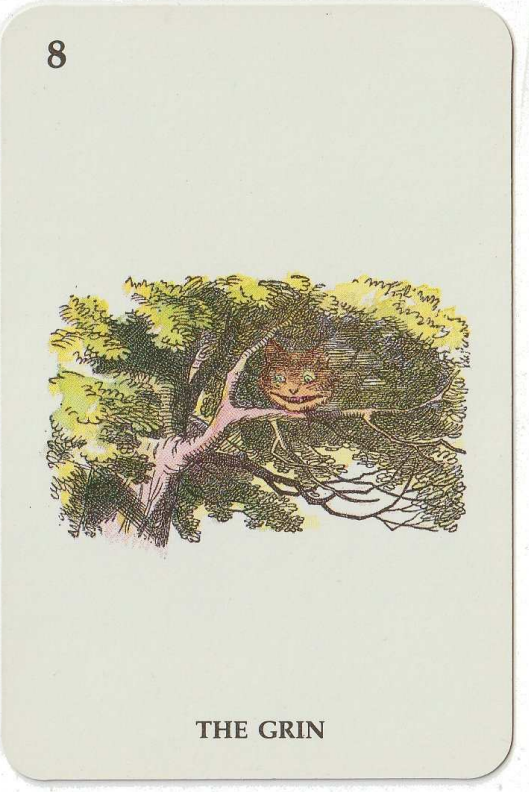








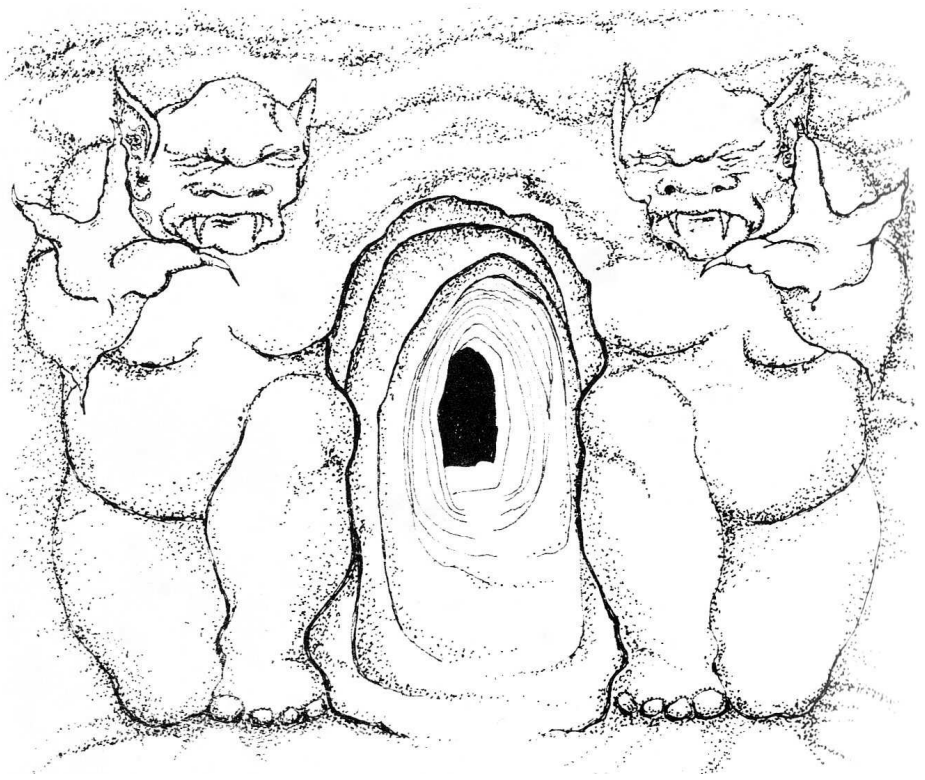


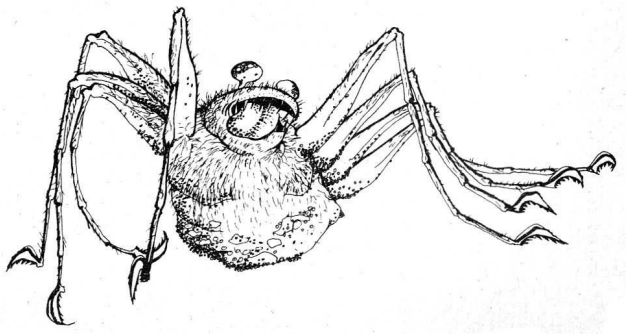


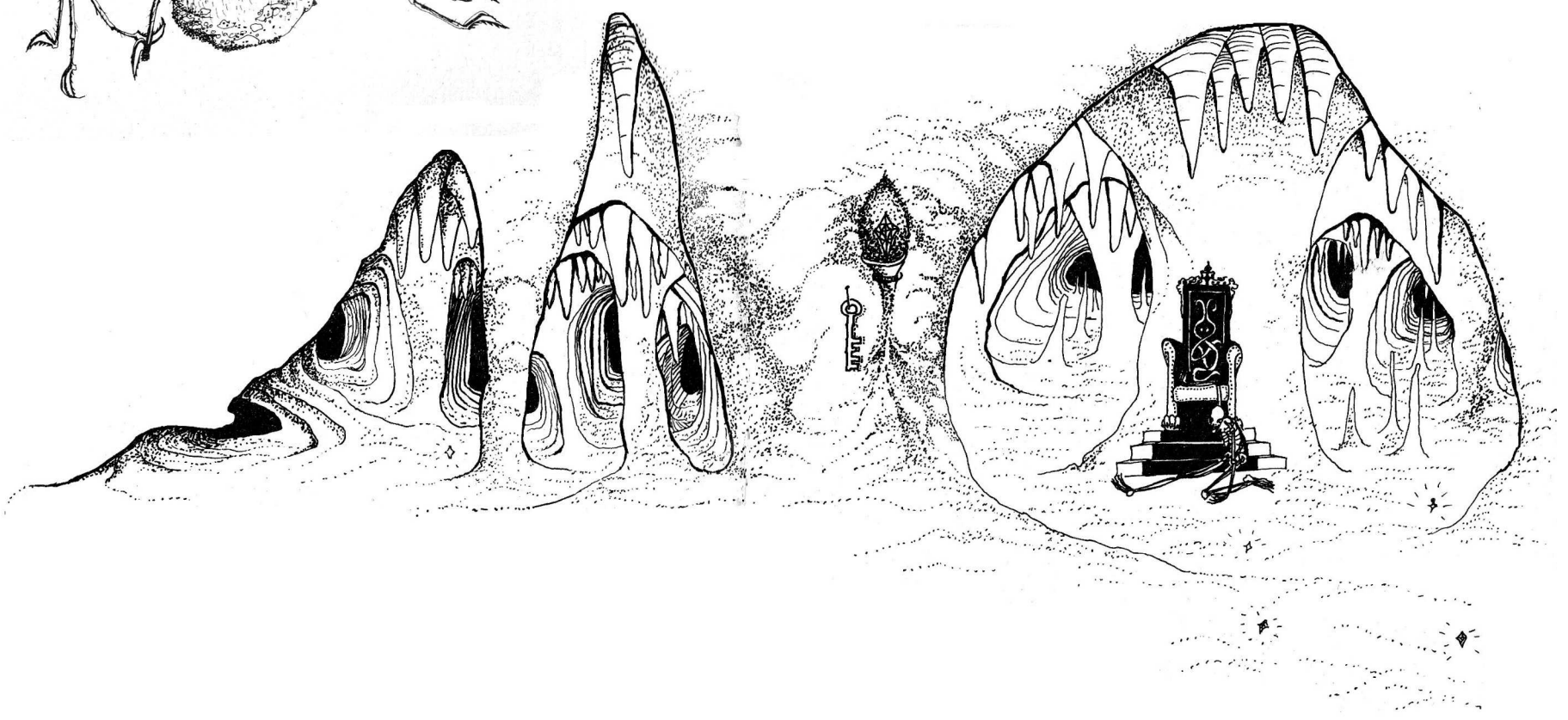
New illustrations for Alice cards

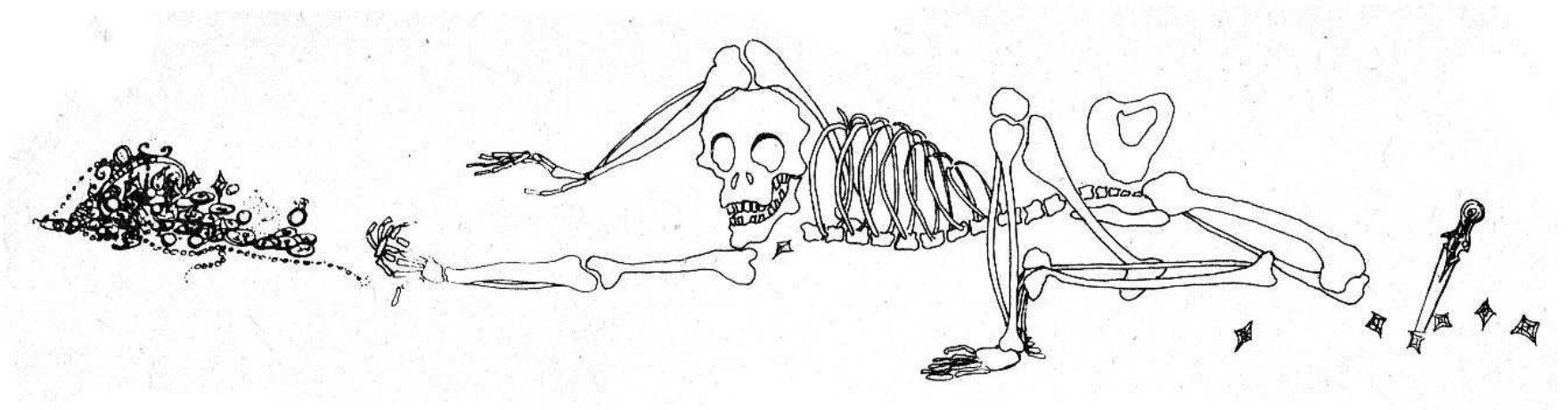
FANTASY GAME RULES

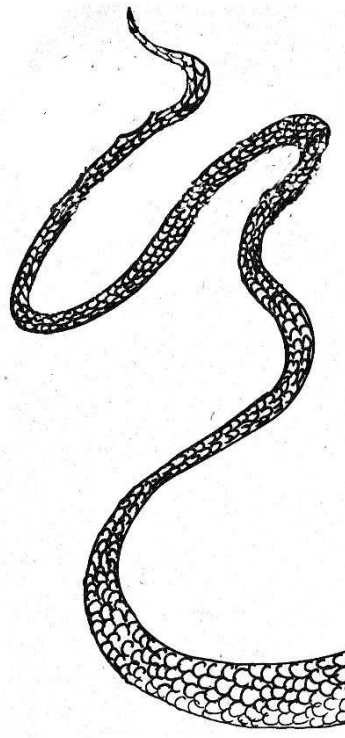
Tunnels & Trolls

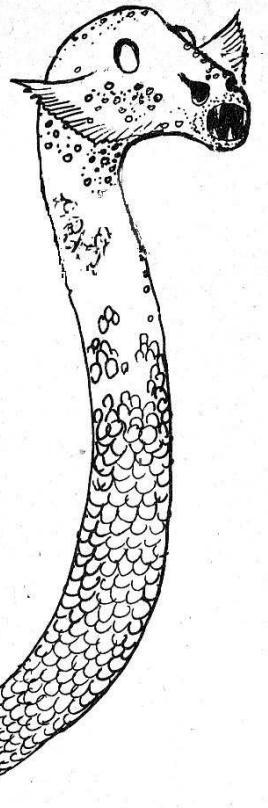


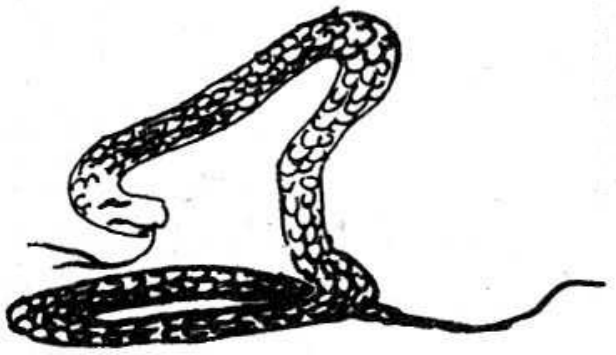


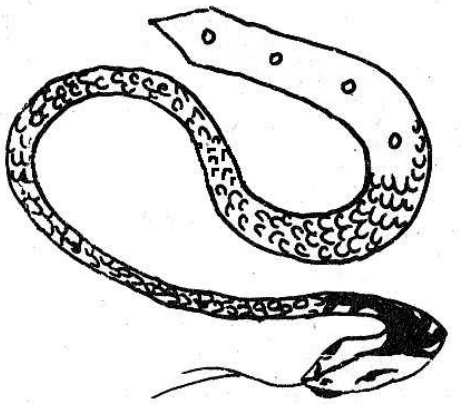


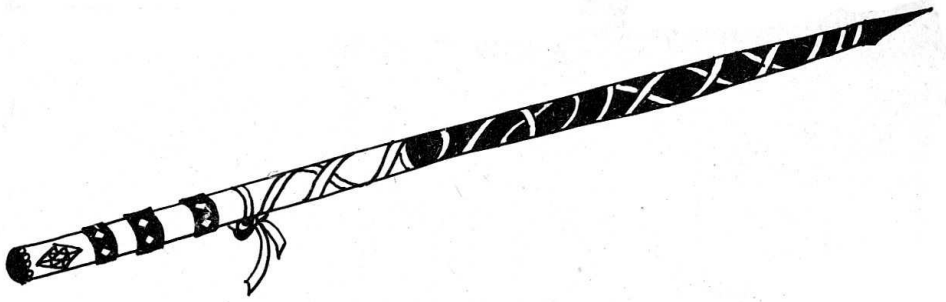


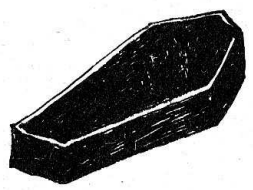


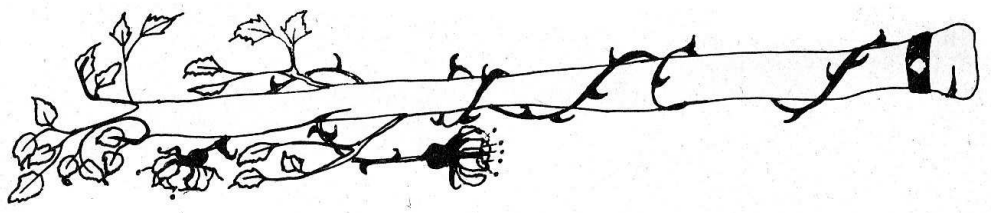


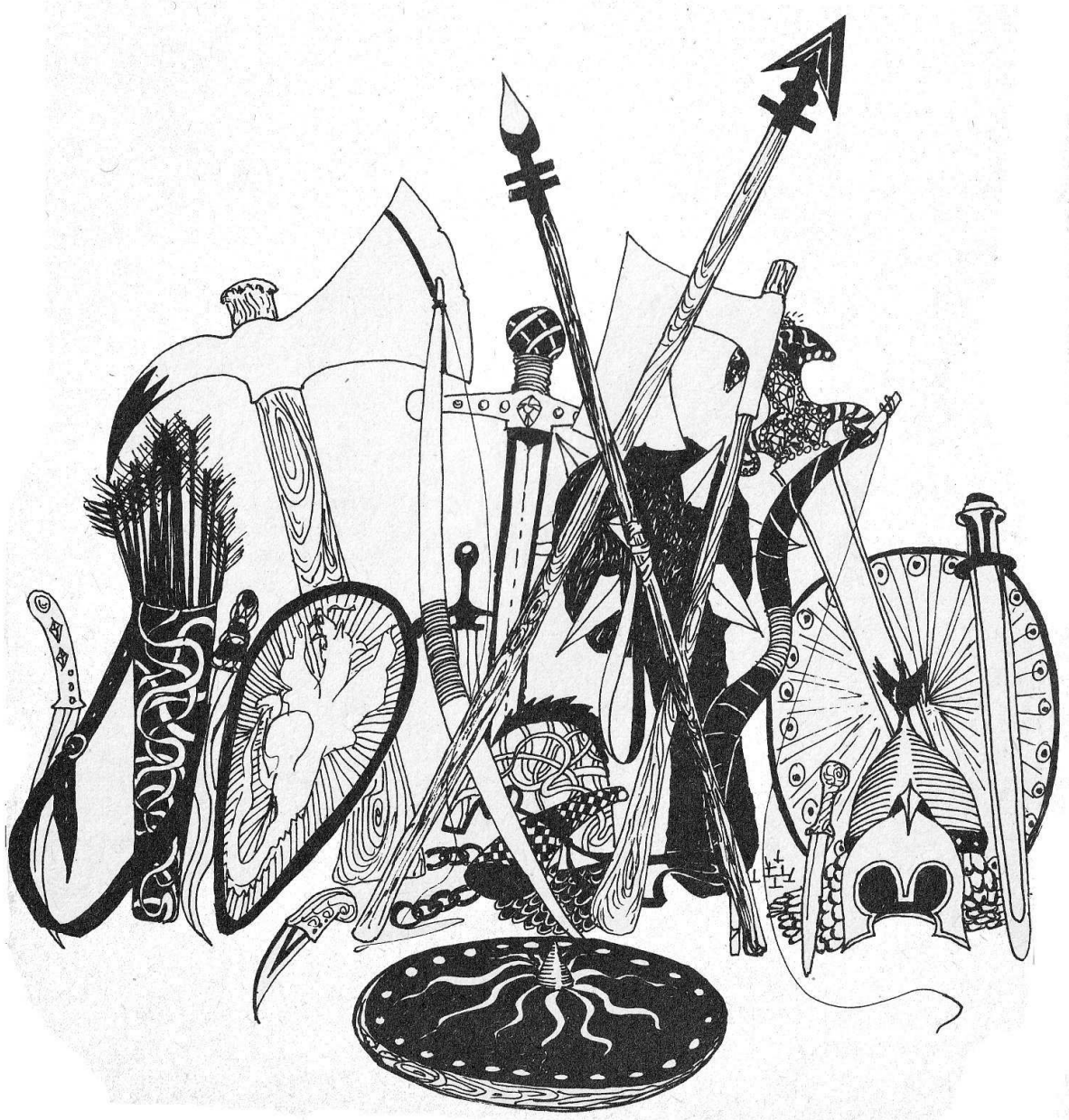


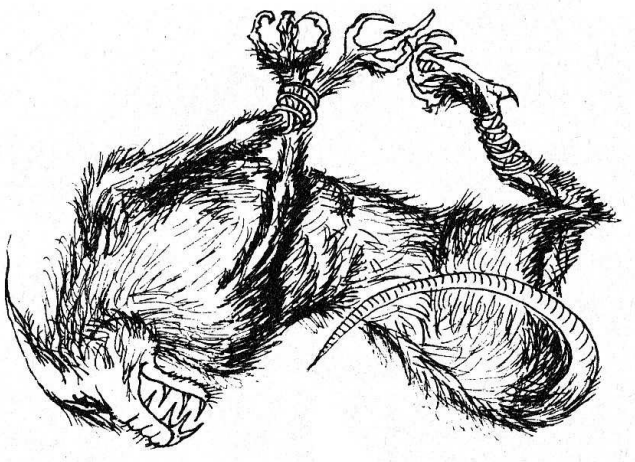




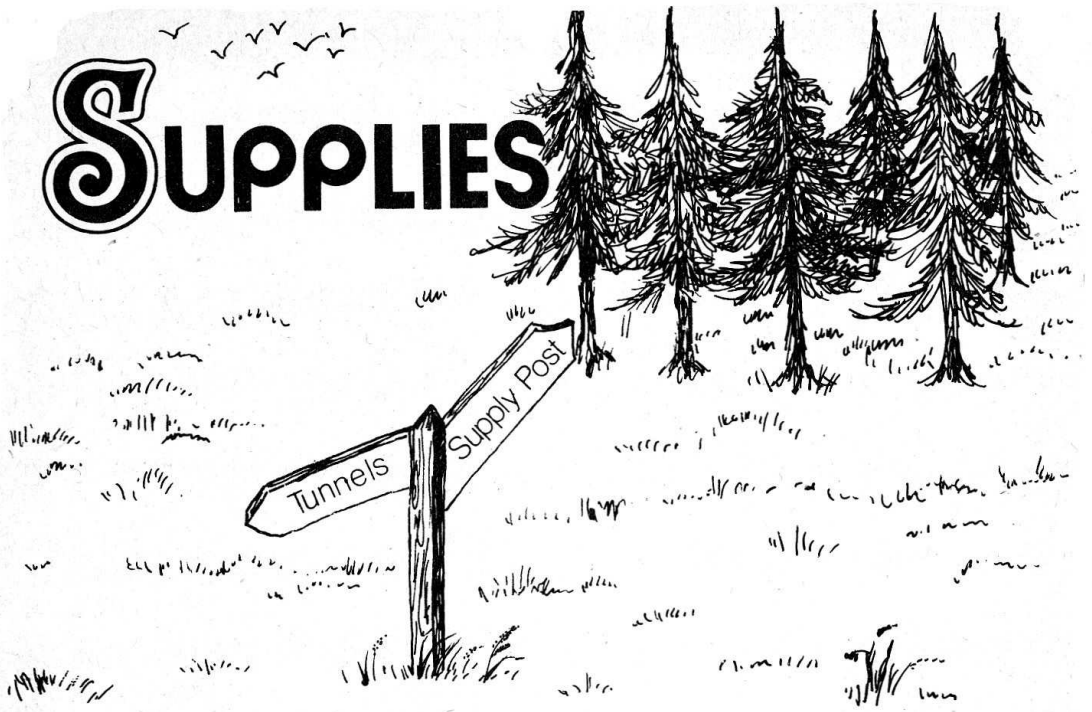


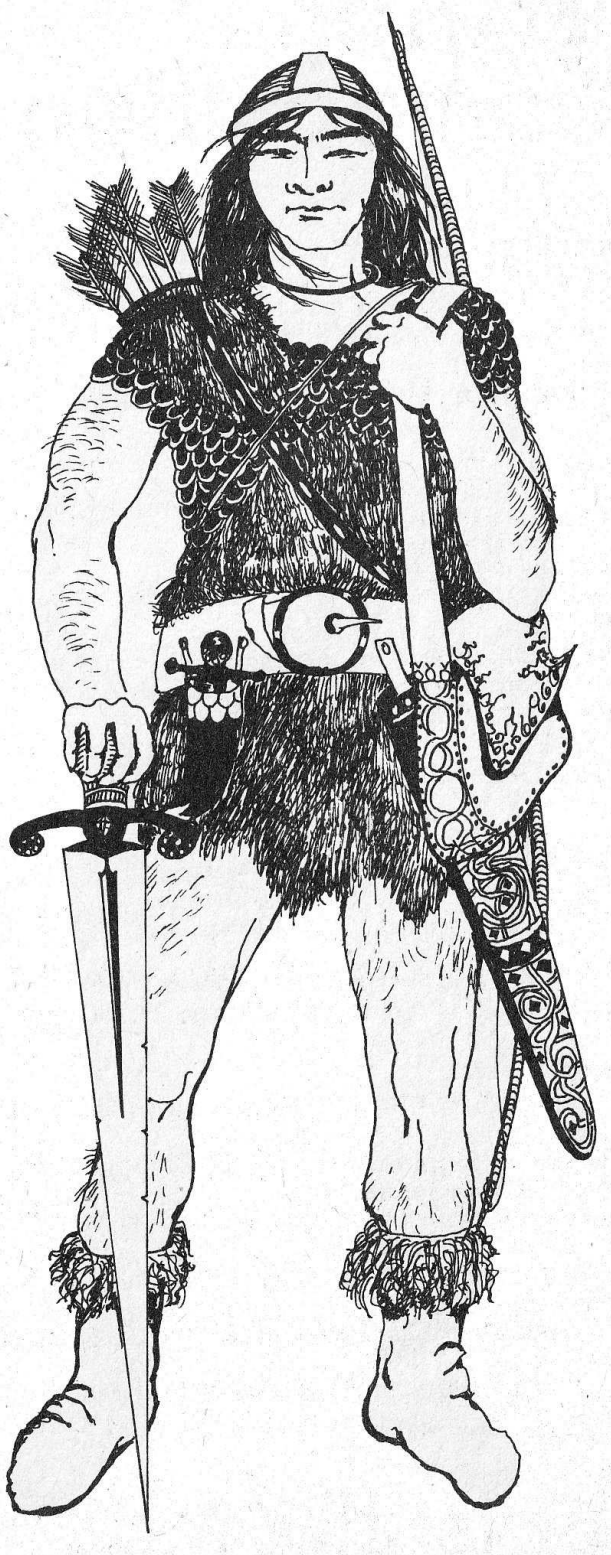


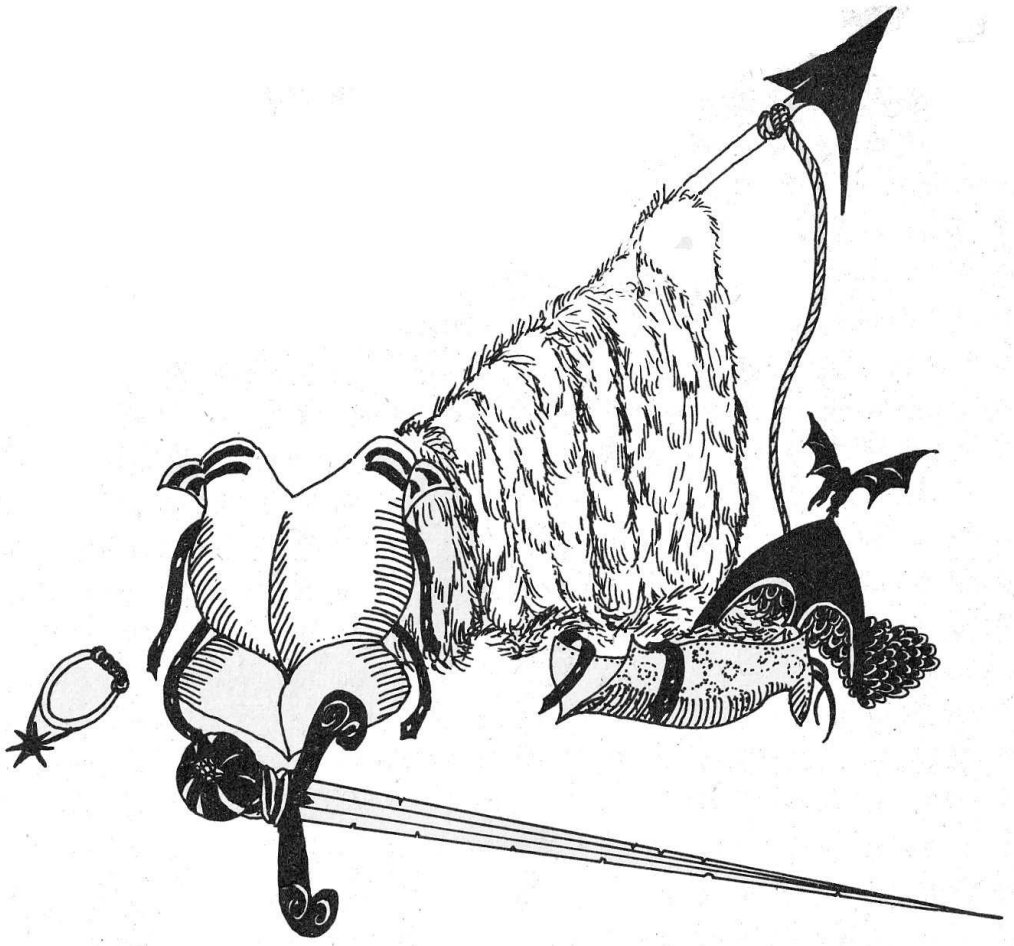


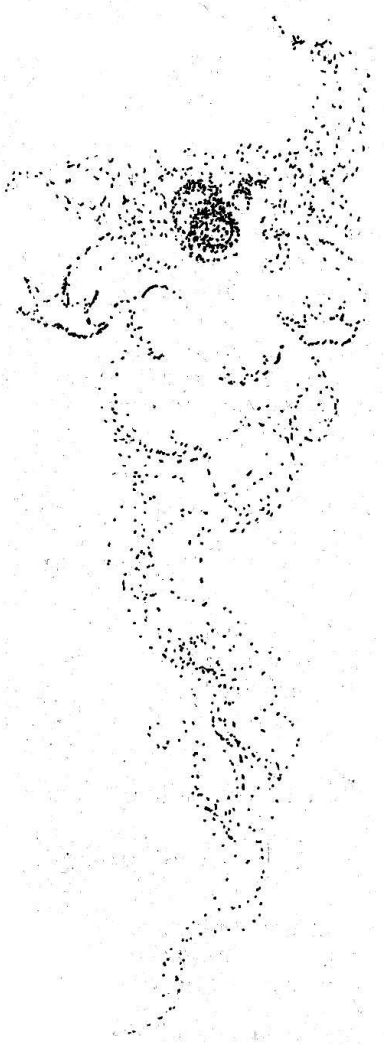


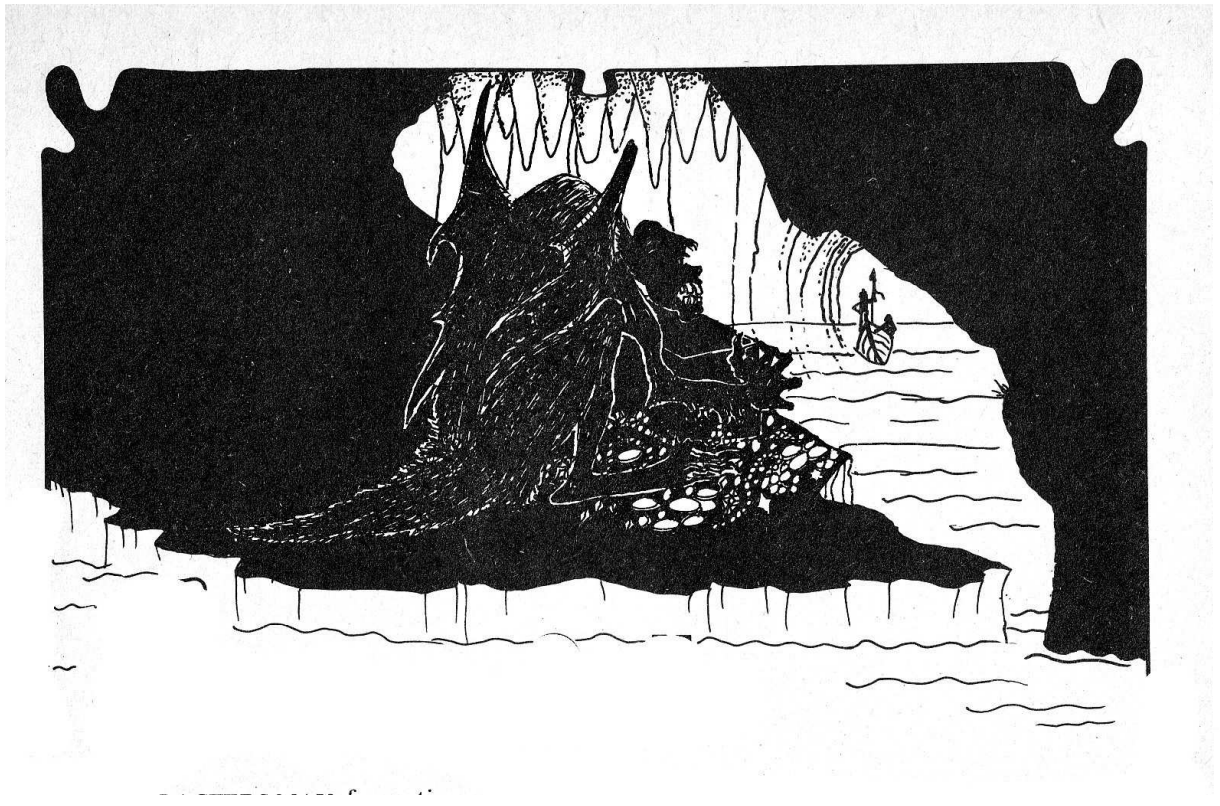
SUPPLIES

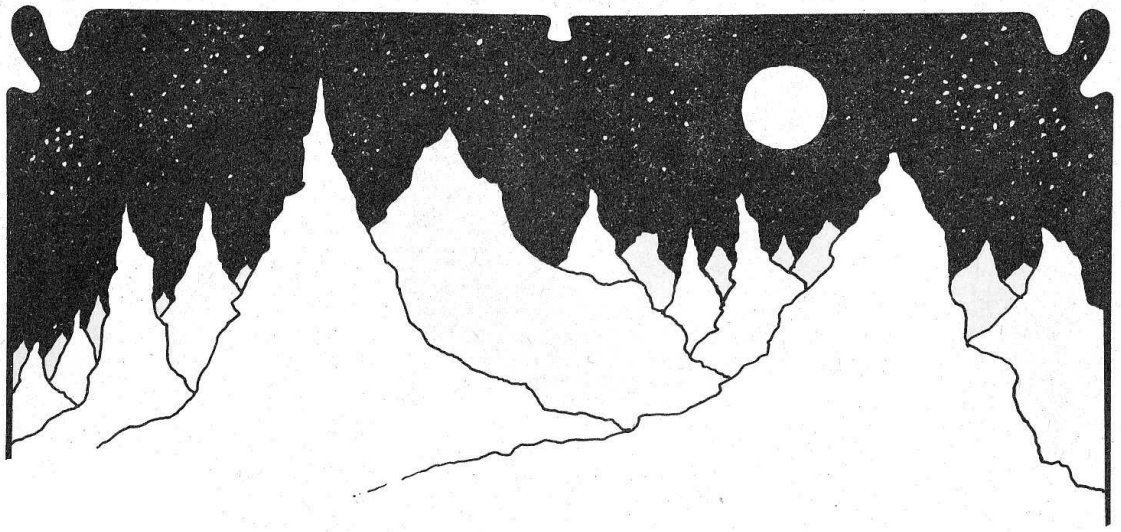




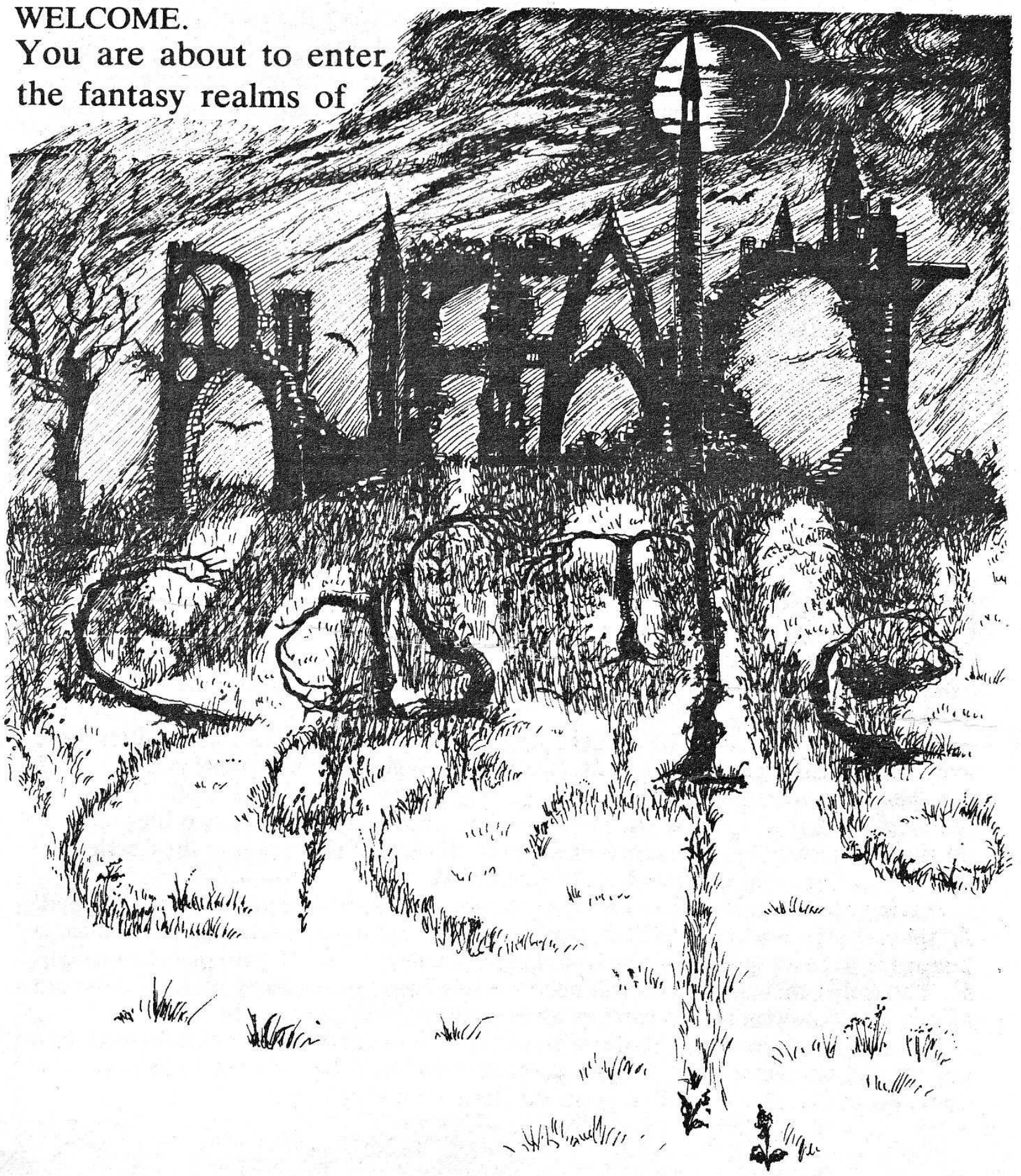


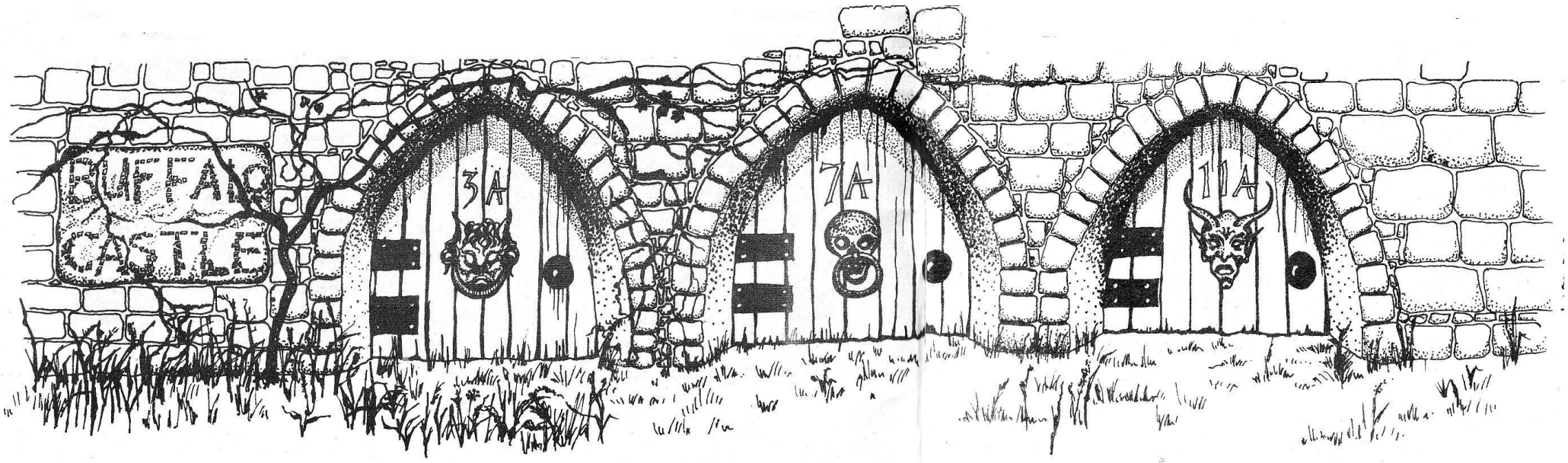






WELCOME.
You are about to enter
the fantasy realms of

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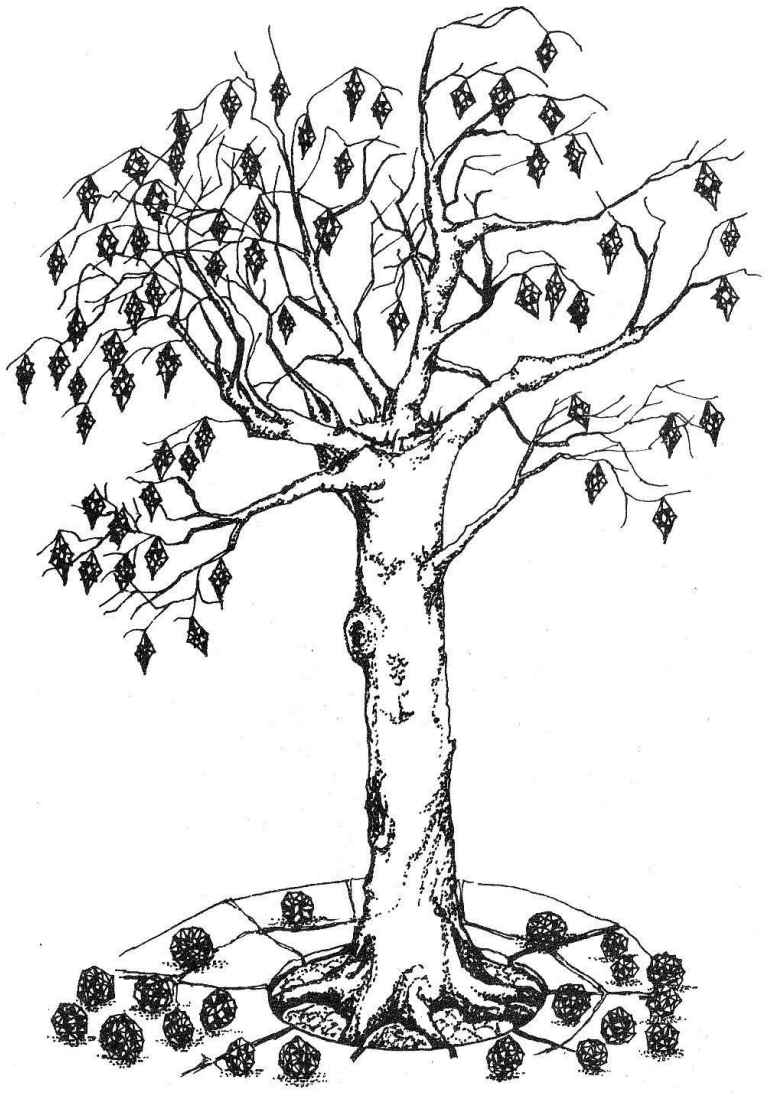
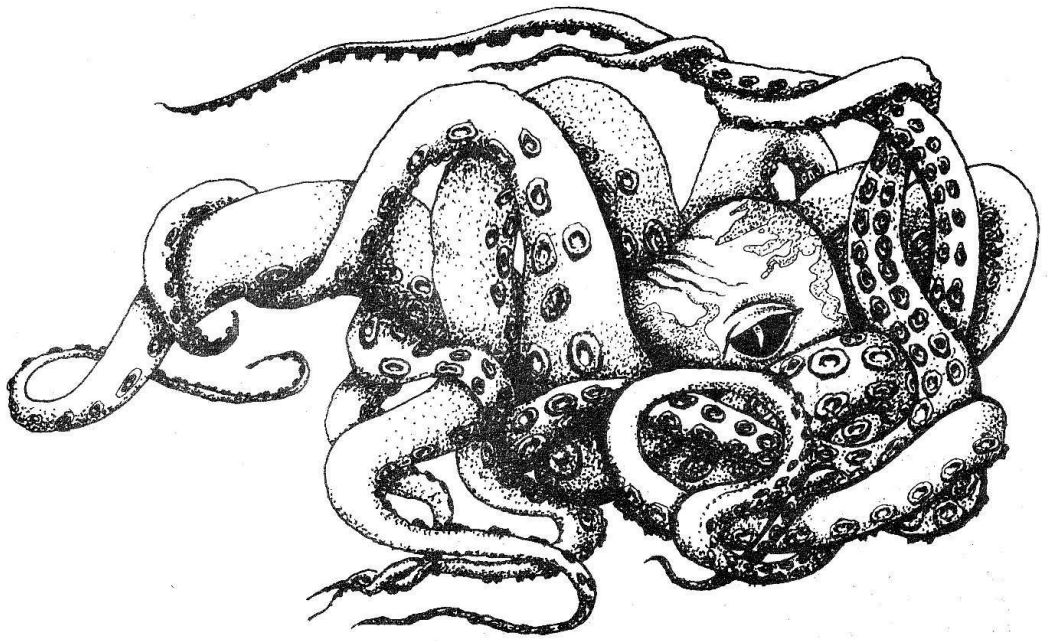
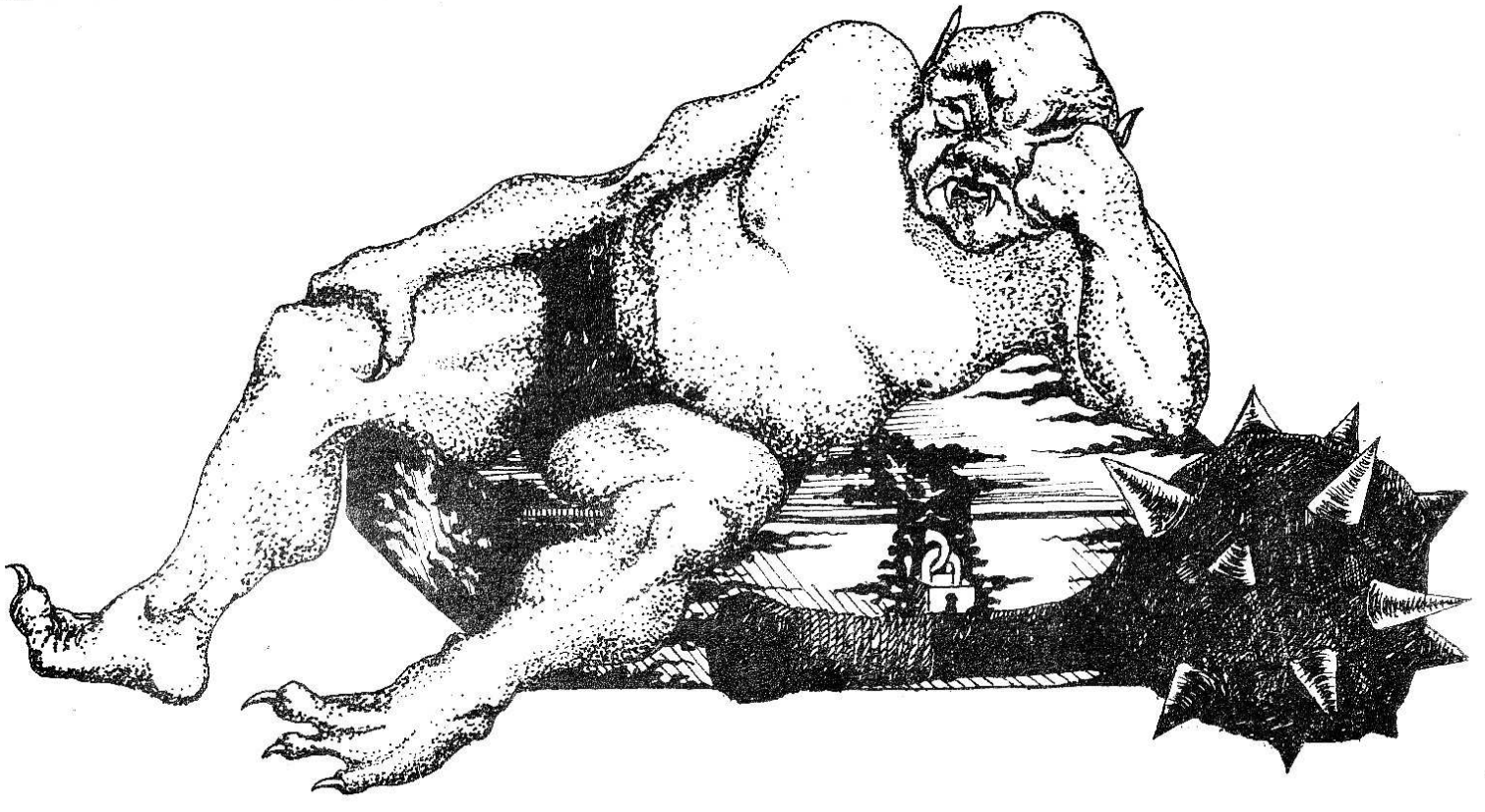
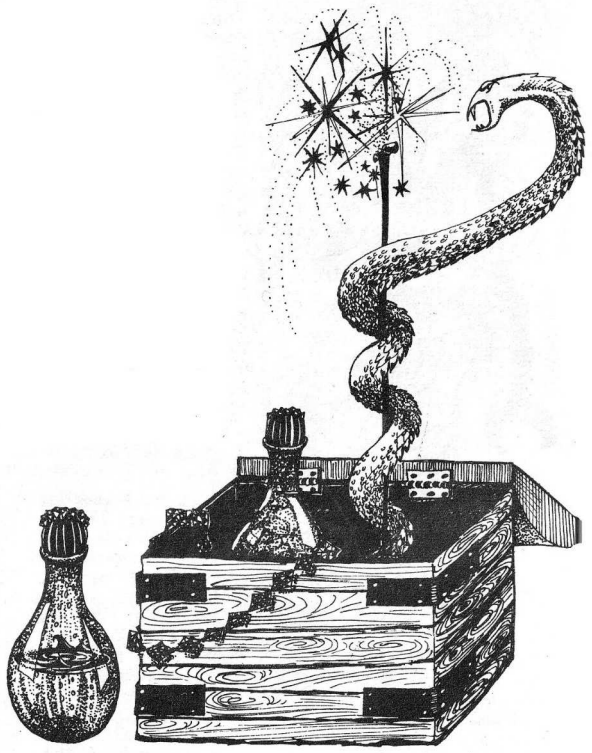
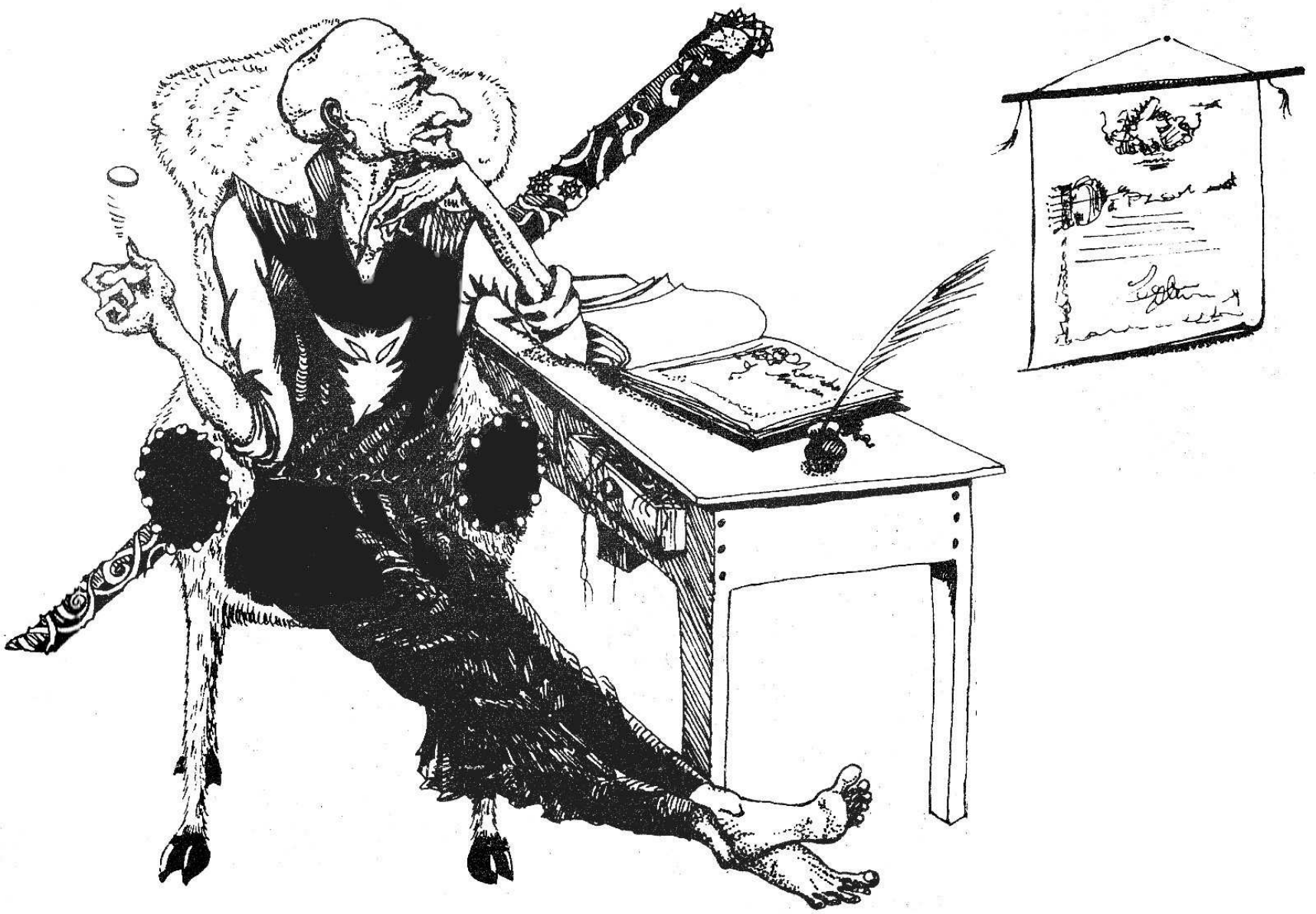
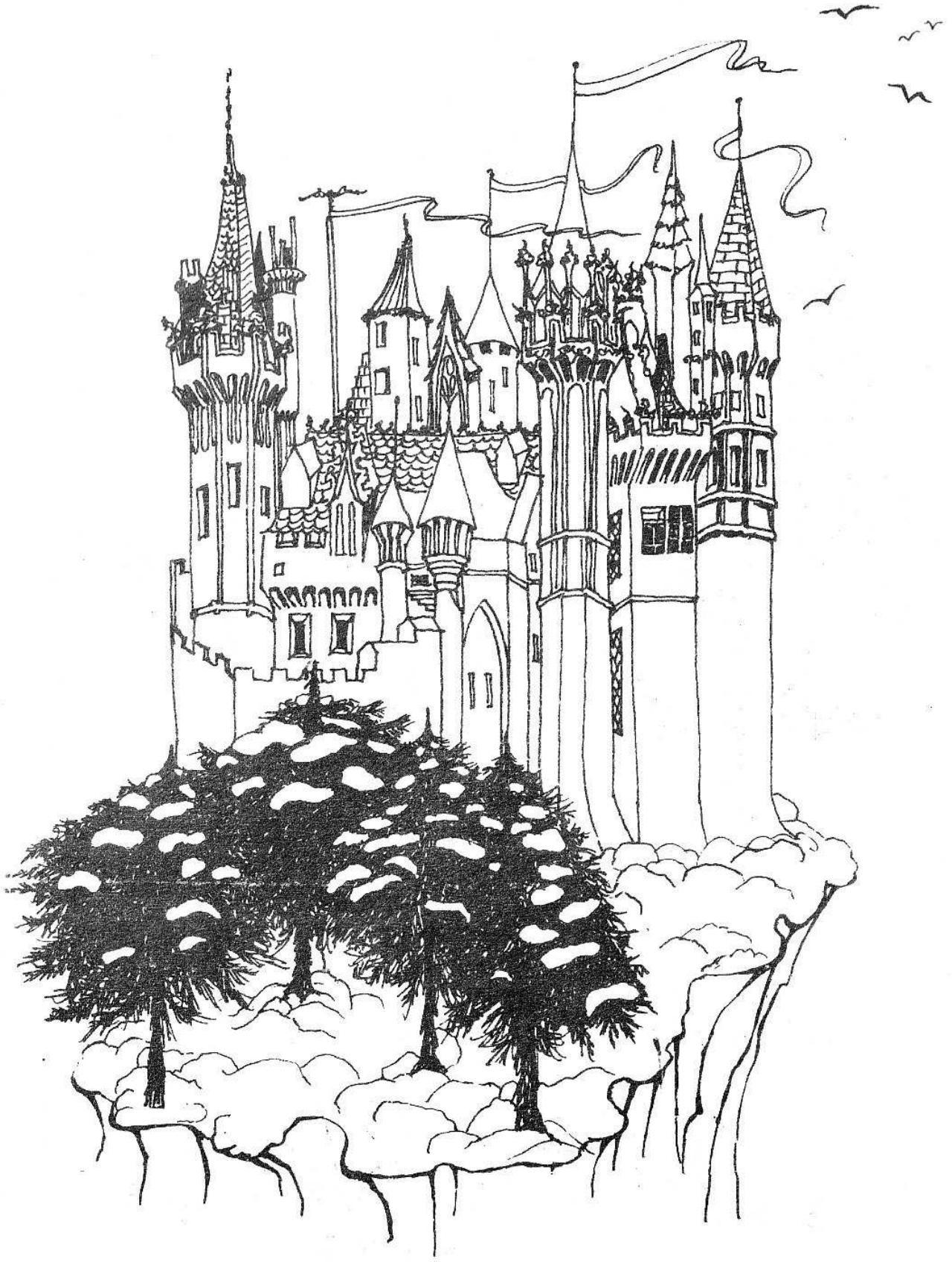


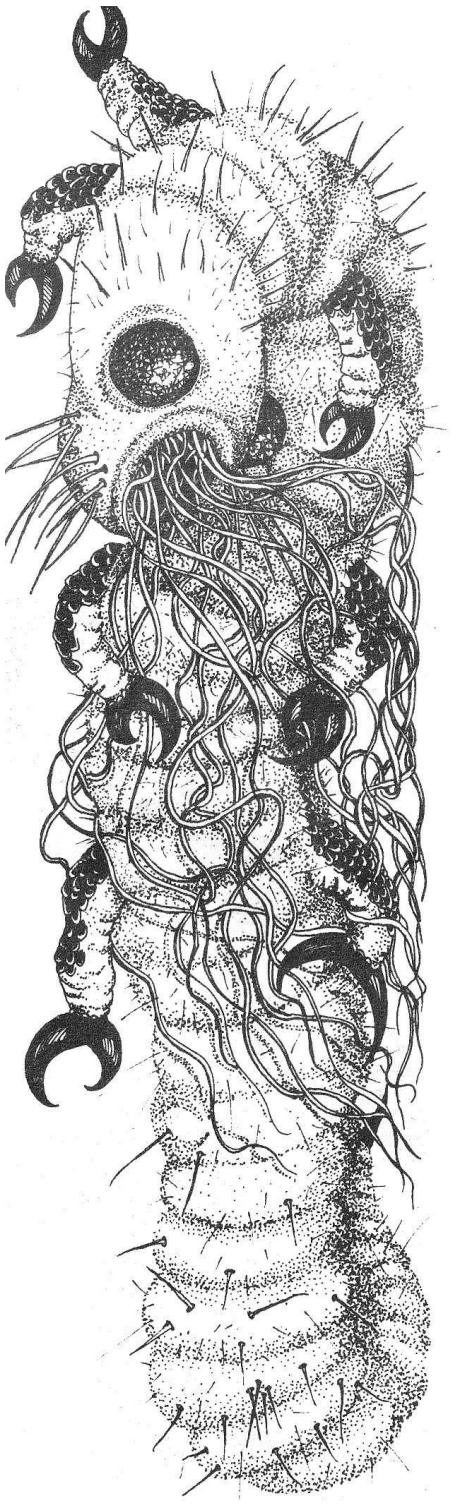


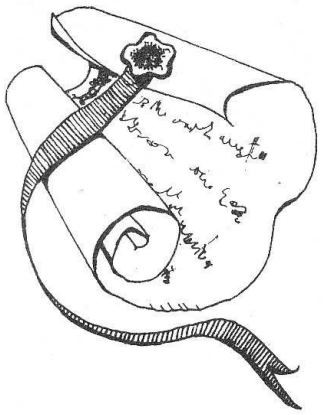


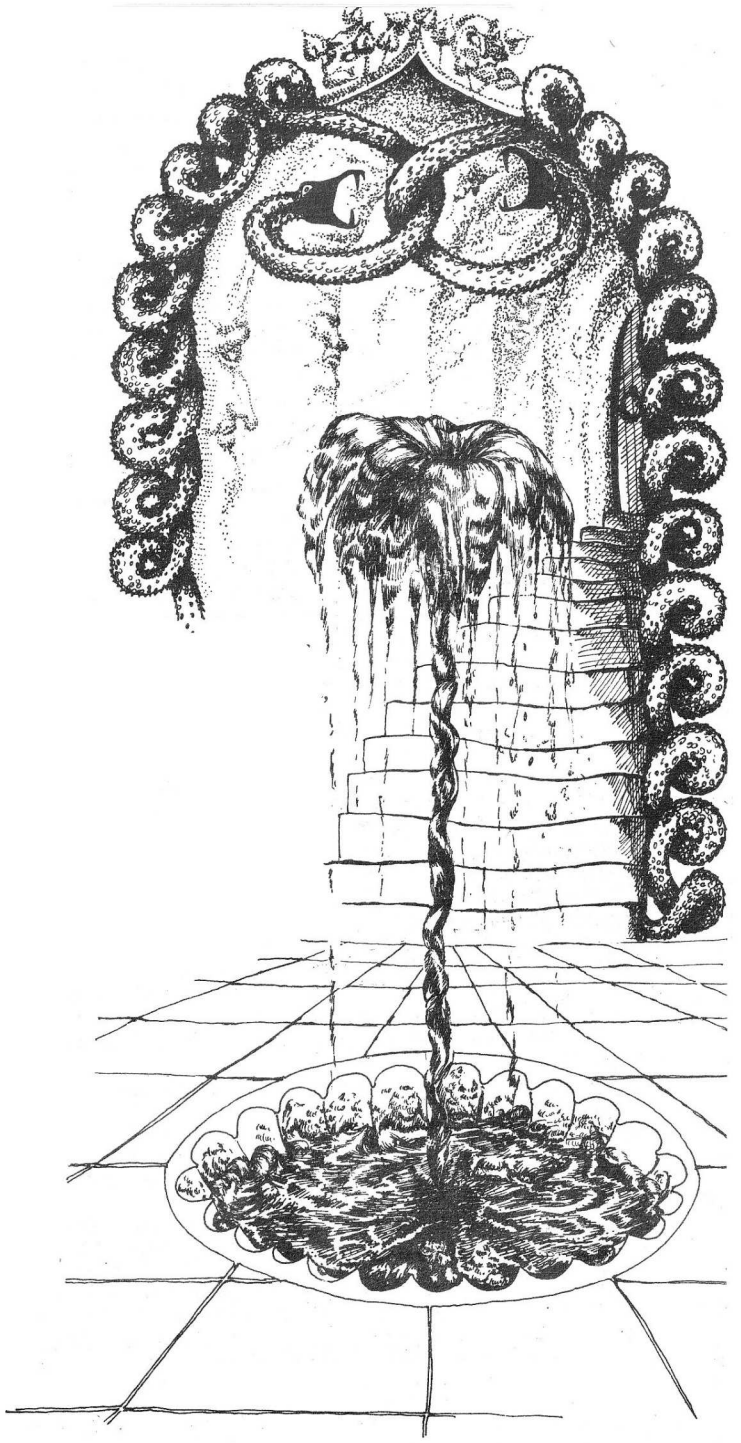


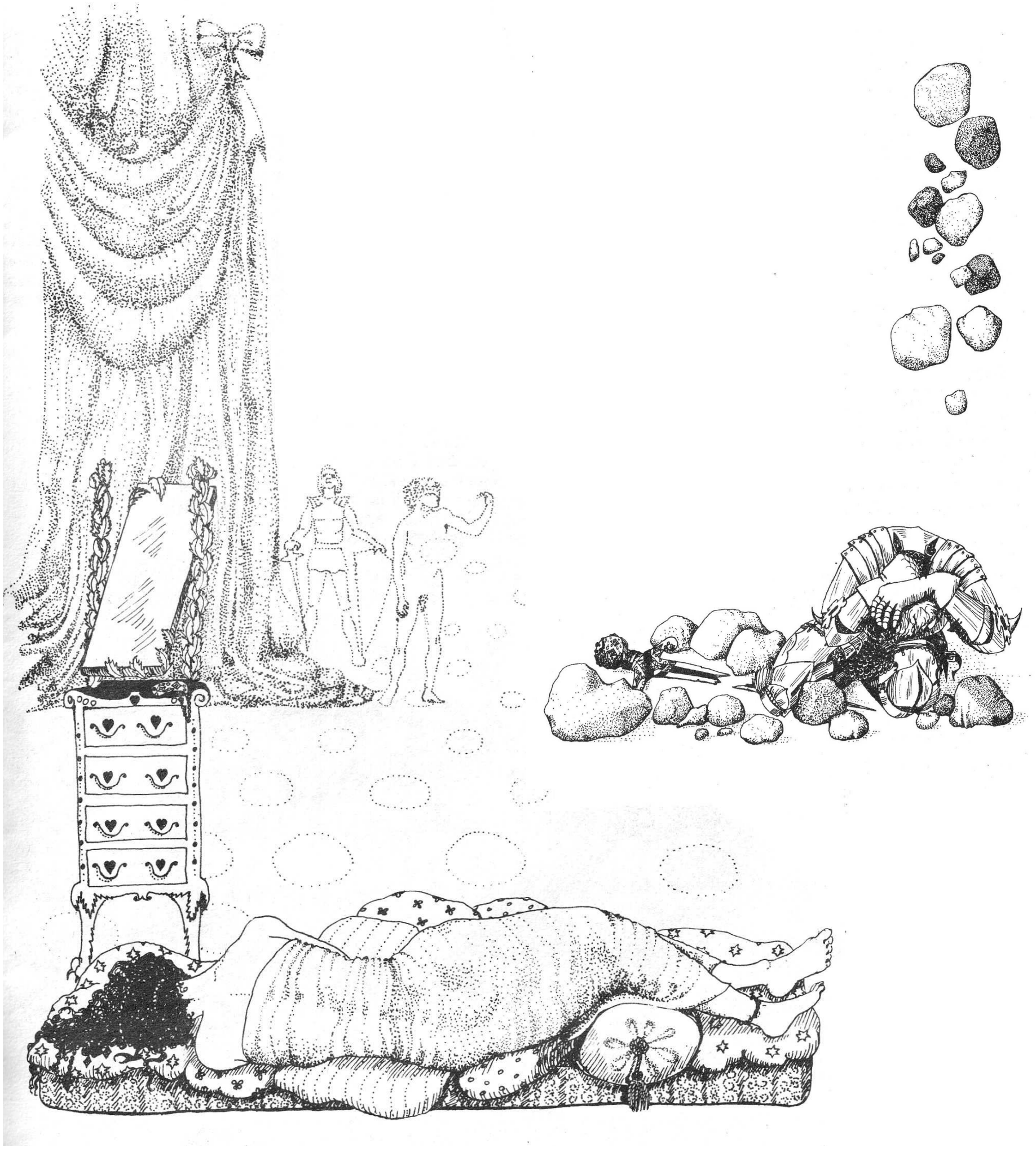


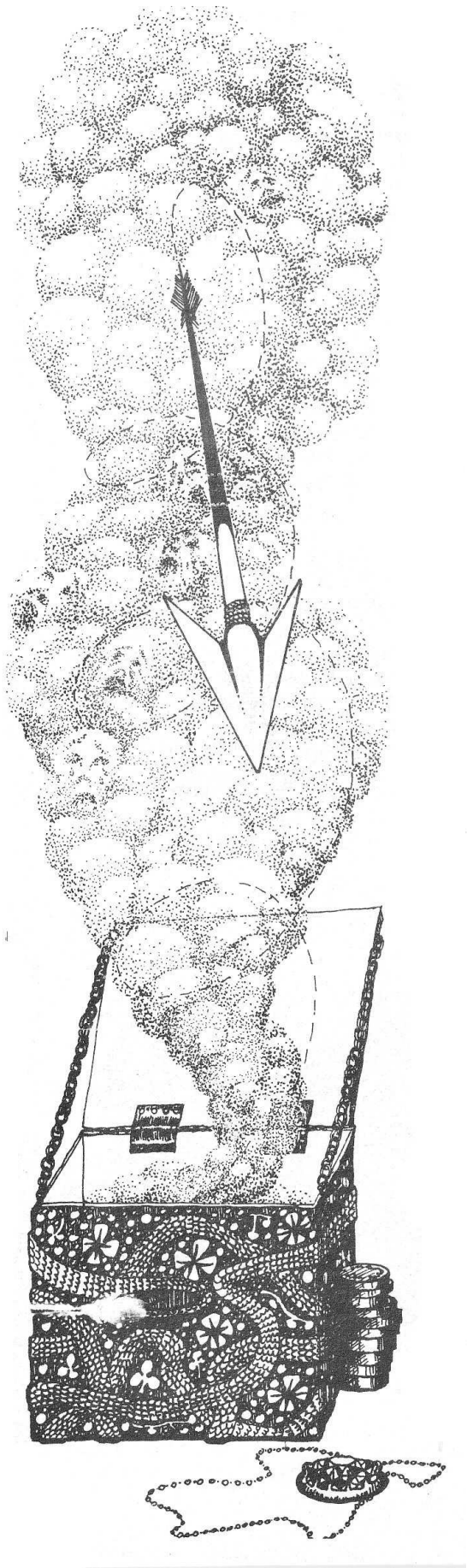


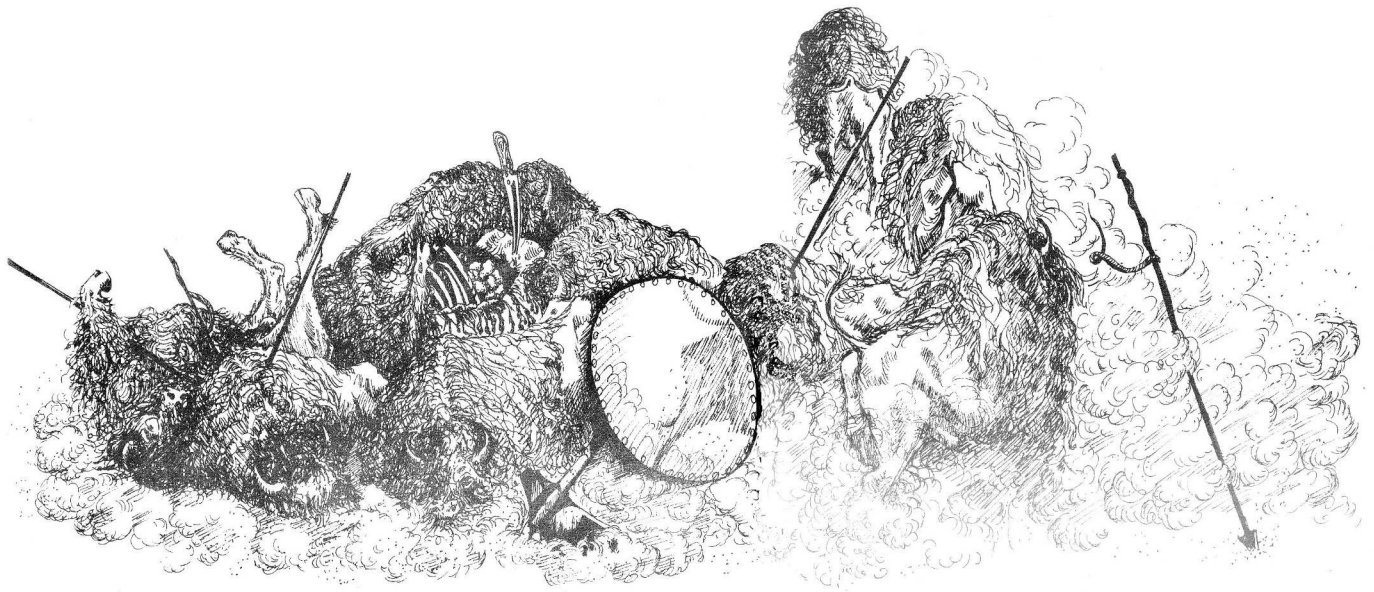


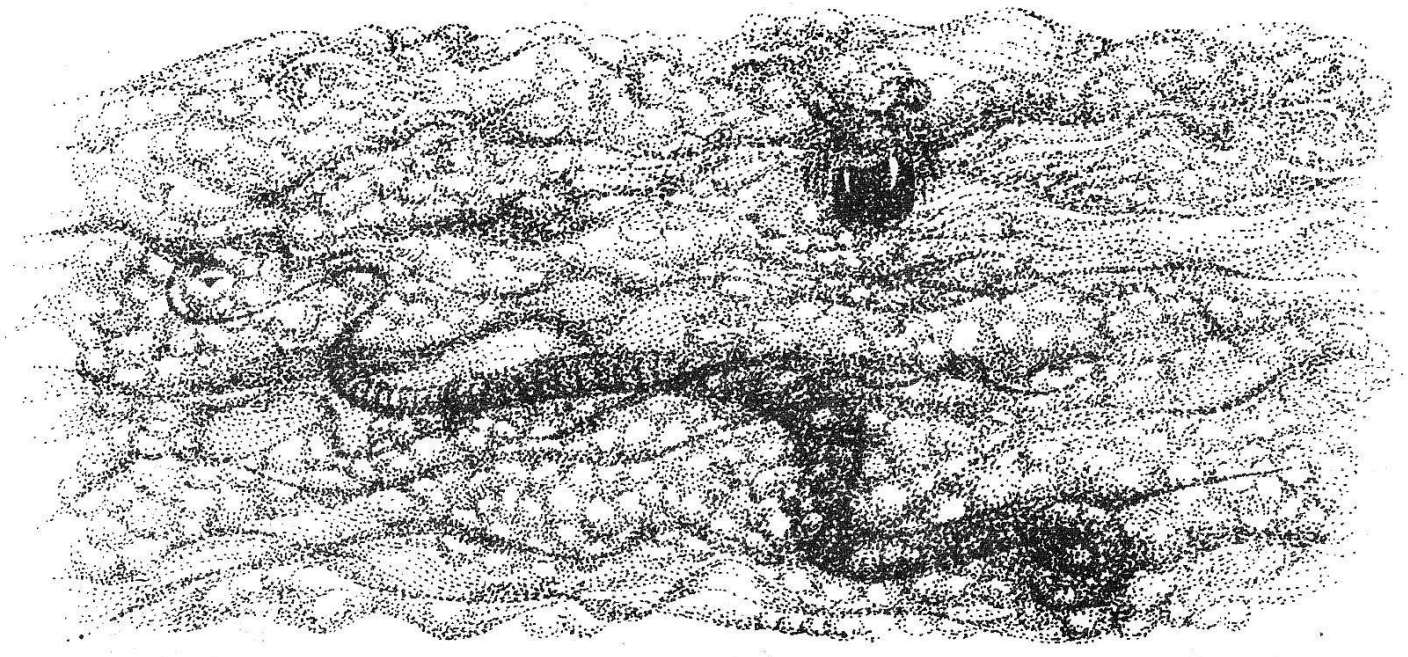


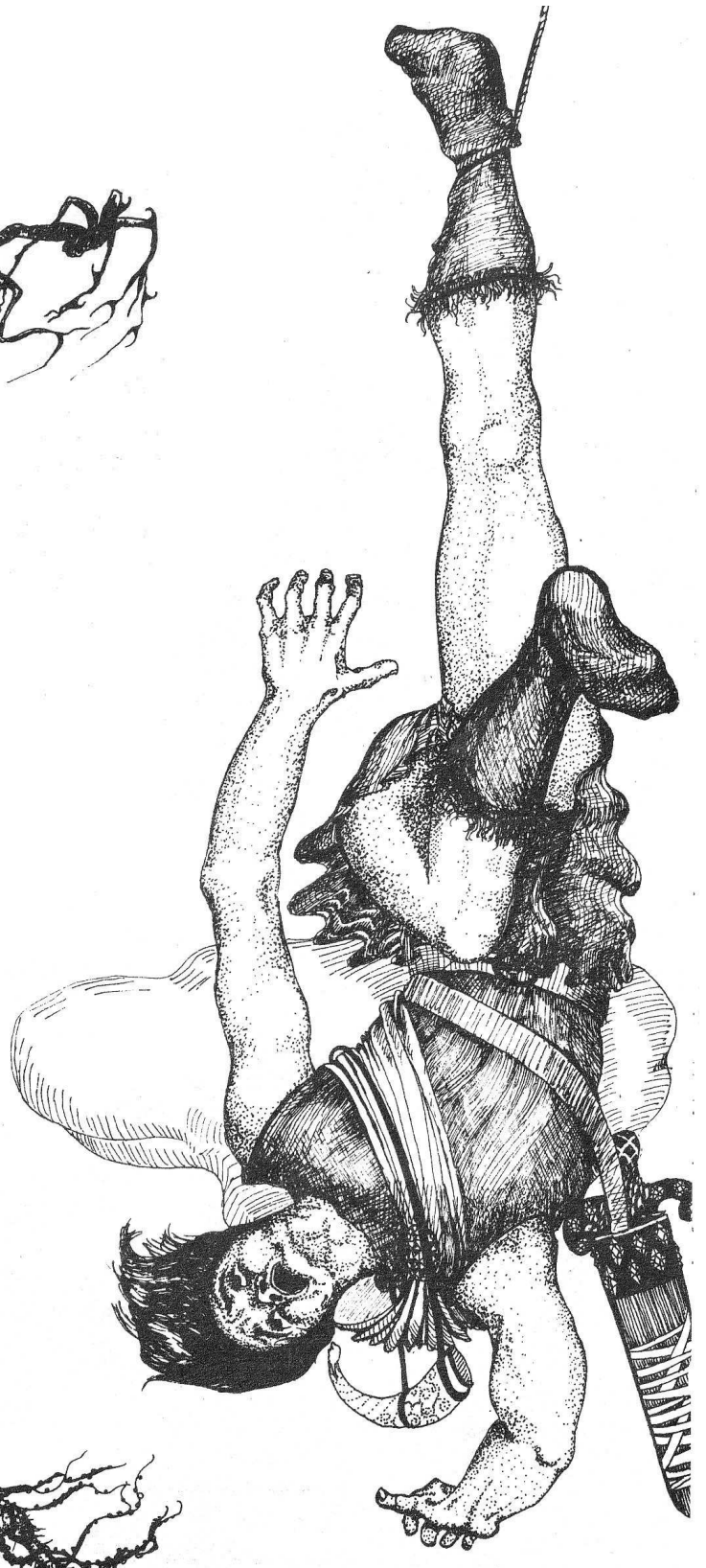


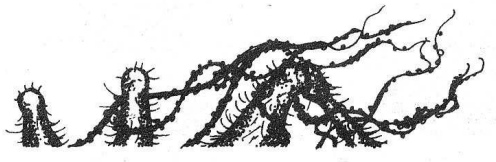


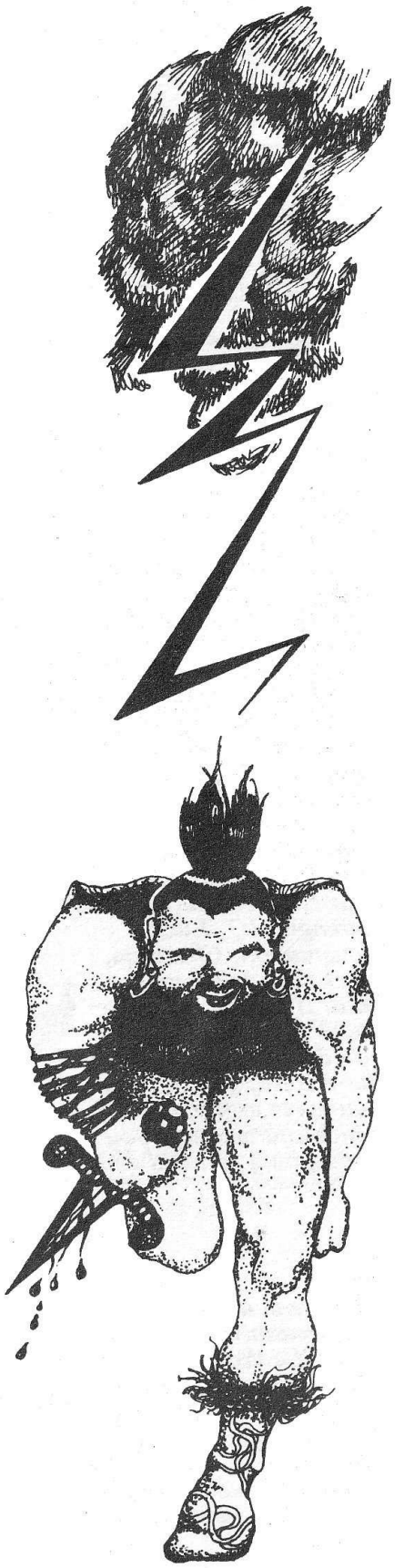


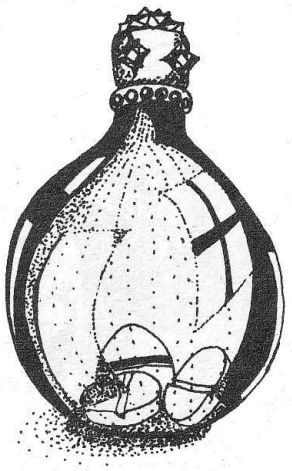


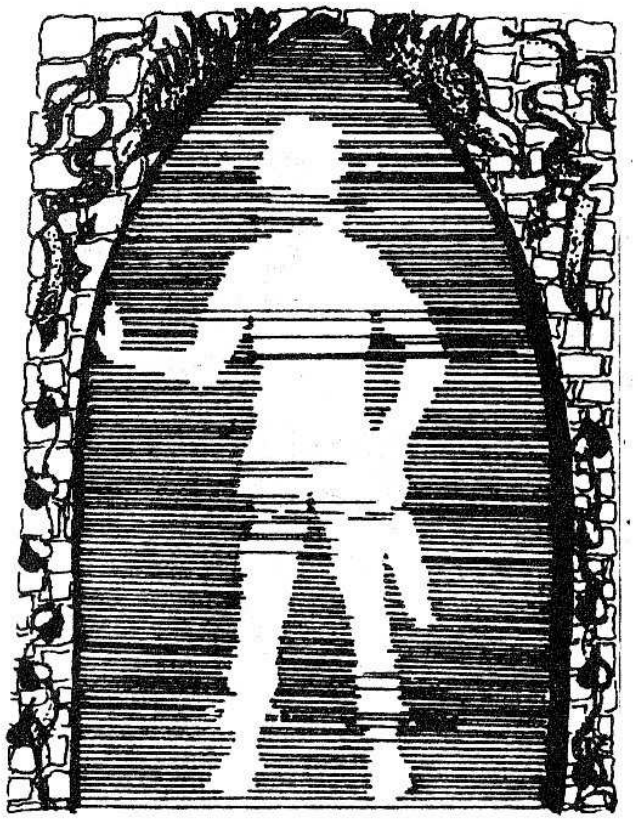


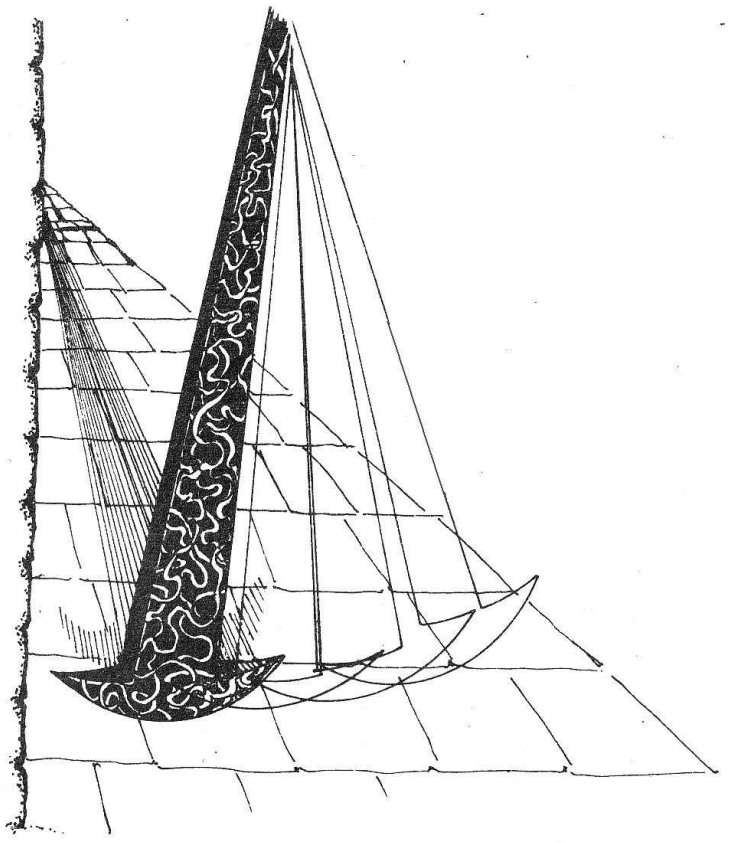


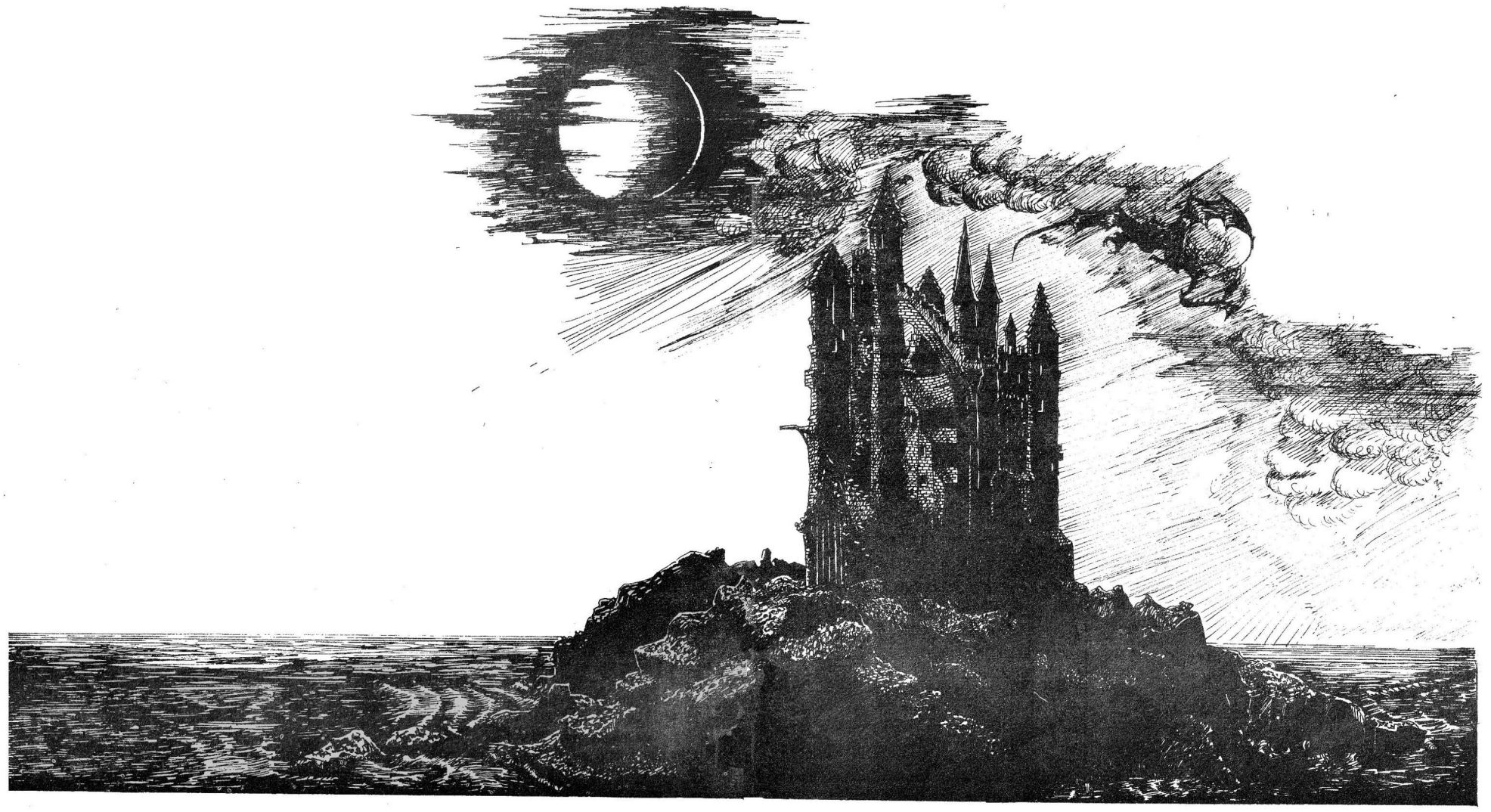


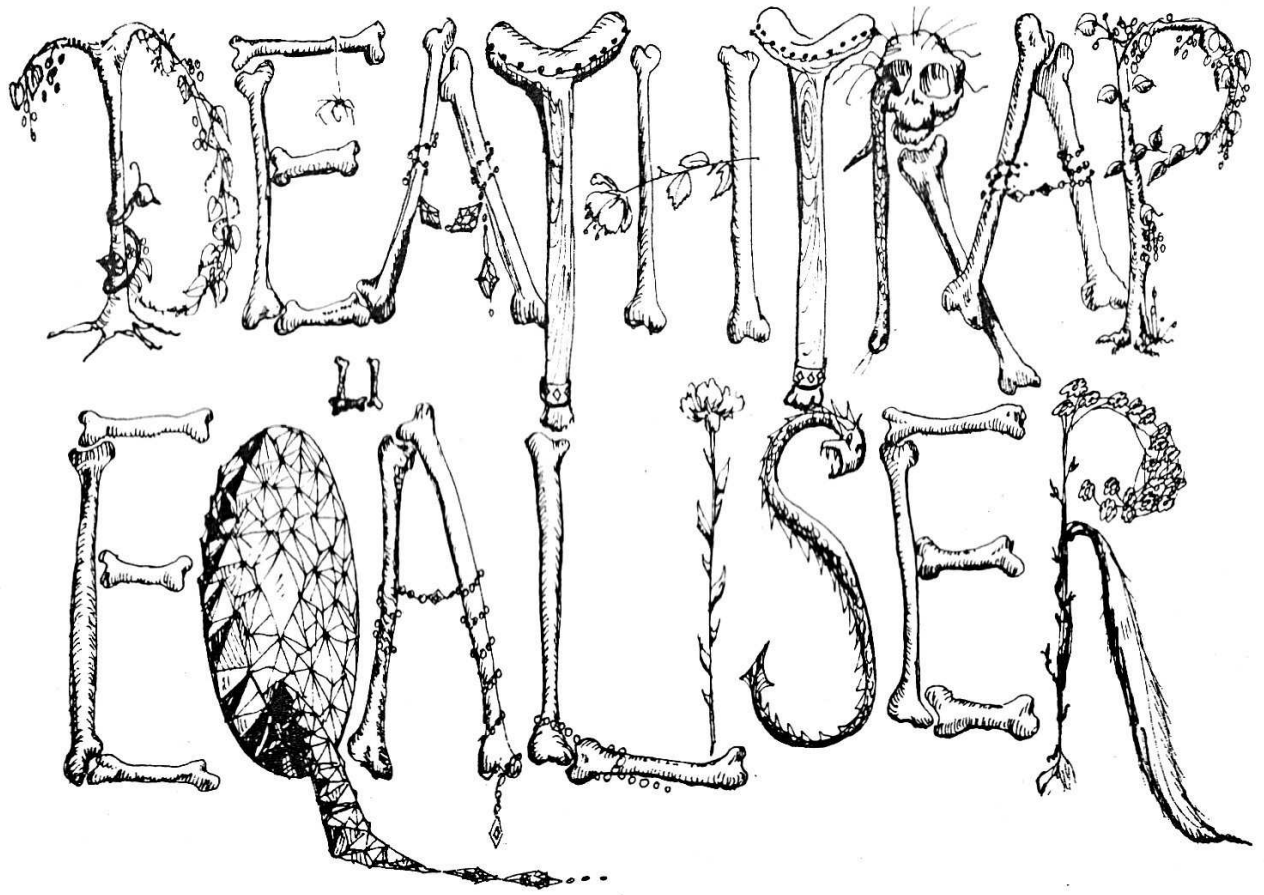


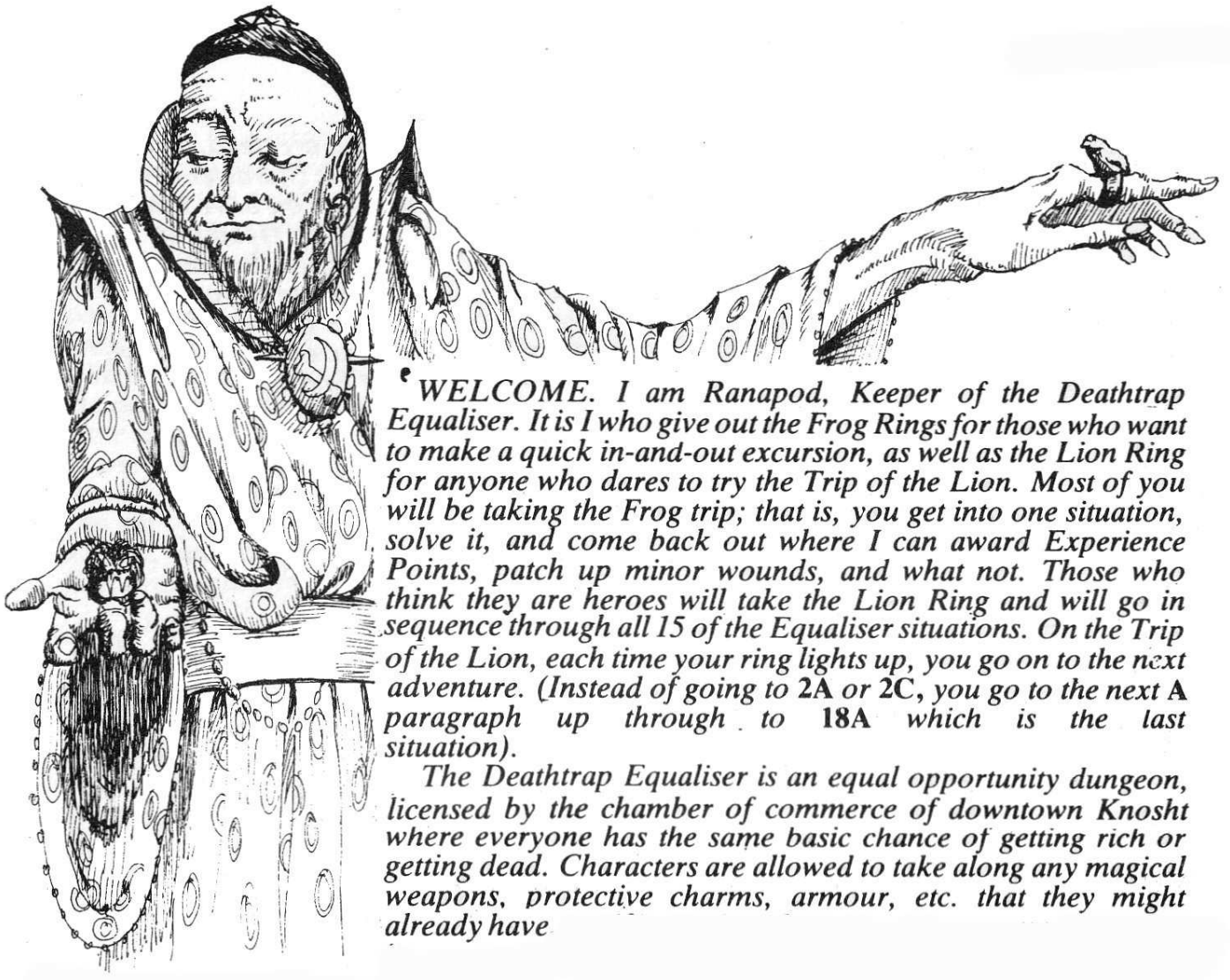






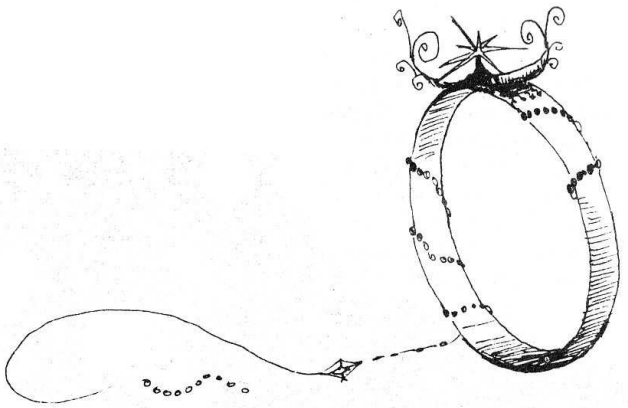






WELCOME. I am Ranapod, Keeper of the Deathtrap Equaliser. It is I who give out the Frog Rings for those who want to make a quick in-and-out excursion, as well as the Lion Ring for anyone who dares to try the Trip of the Lion. Most of you will be taking the Frog trip; that is, you get into one situation, solve it, and come back out where I can award Experience Points, patch up minor wounds, and what not. Those who think they are heroes will take the Lion Ring and will go in sequence through all 15 of the Equaliser situations. On the Trip of the Lion, each time your ring lights up, you go on to the next adventure. (Instead of going to **2A** *or* **2C**, *you go to the next* **A** *paragraph up through to* **18A** *which is the last situation).*

The Deathtrap Equaliser is an equal opportunity dungeon, licensed by the chamber of commerce of downtown Knosht where everyone has the same basic chance of getting rich or getting dead. Characters are allowed to take along any magical weapons, protective charms, armour, etc. that they might already have



3A

You are in a large dark room. High overhead the wind whistles softly and eerily. Do you wish to make a light? If yes, go to **10B;** *if no, go to* **15B.** *Or you may put a "Cats eyes" spell upon yourself, which allows you to see in the dark, providing you have such magical powers. The room remains dark, but you can see perfectly well. Go to* **10B,** *but ignore the first two sentences.*

3B

Only a "Protective Pentagram" could save you in this situation. If you wrote anything else, go first to **7B** *and from there go directly to* **2B** *If you called up a "Pentagram," go back to* **17B** *and choose another option.*

3C

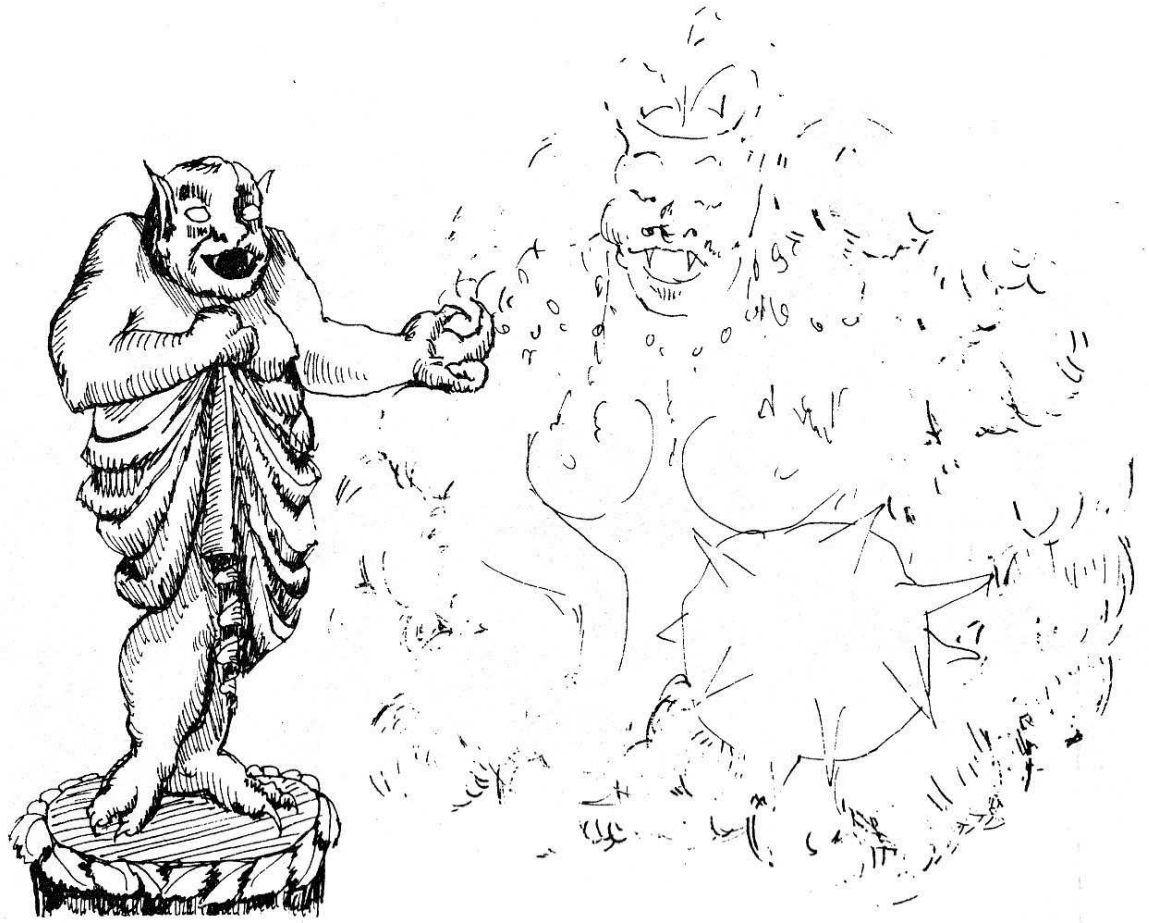
You hit it. Compute the number of hits and compare to its Monster Rating. If you killed it, go to **2C.** *If not, make a second level Saving Roll (25-Luck). If you made it, you nimbly dodged the monster and may continue to fight. Return to* **8C.** *If you missed your Saving Roll, you were not quick enough, and the thing bit you. Go to* **2B.**

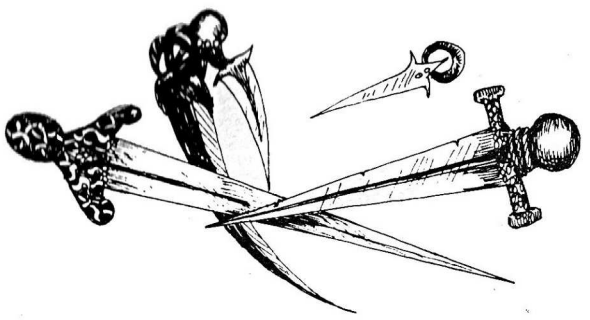
3D

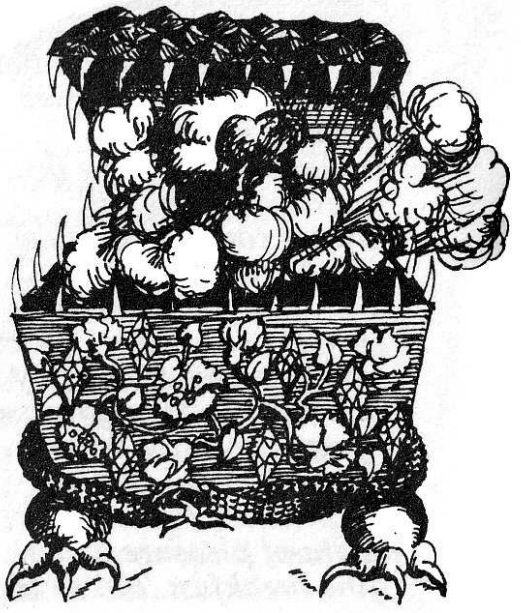
If you attack with magic, go first to **7B** *and then directly to* **11D.** *If you use weapons, go to* **10D.**

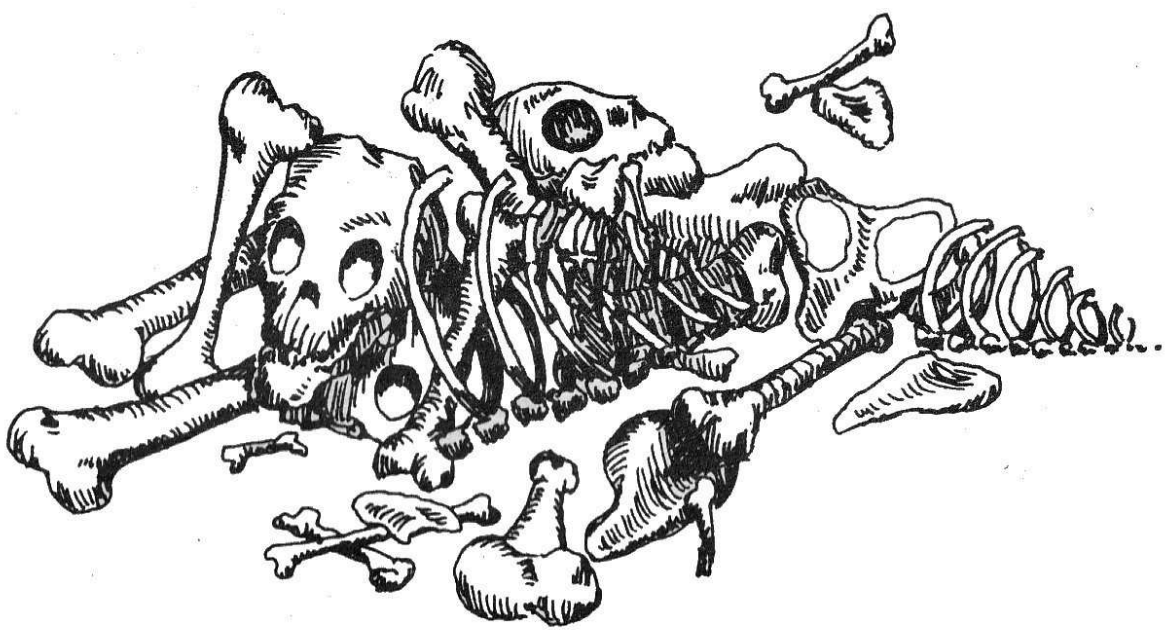
3E

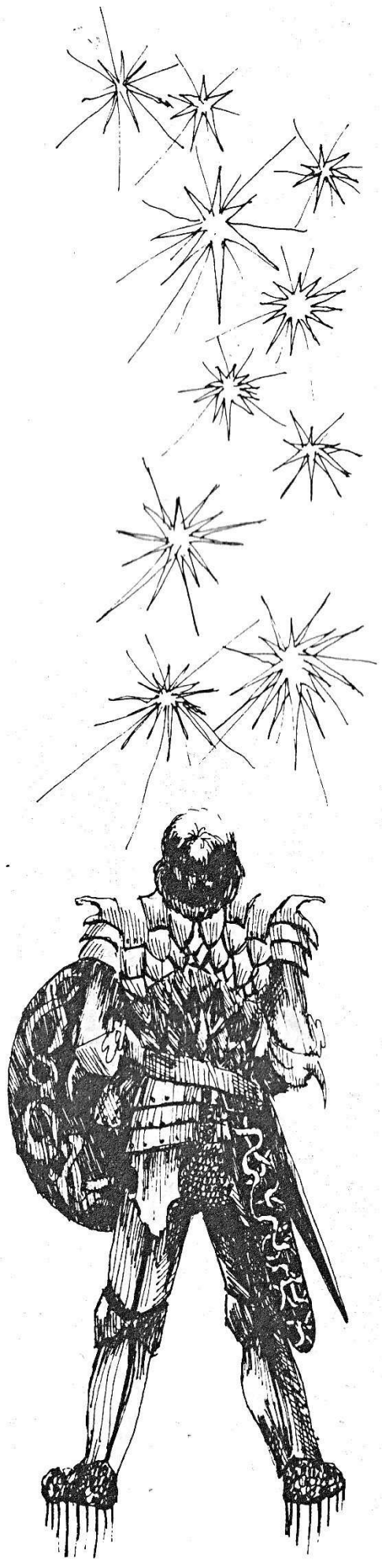
You get 300 Experience Points just for meeting the Tin Trader. Your ring is glowing. Go to **2C.**

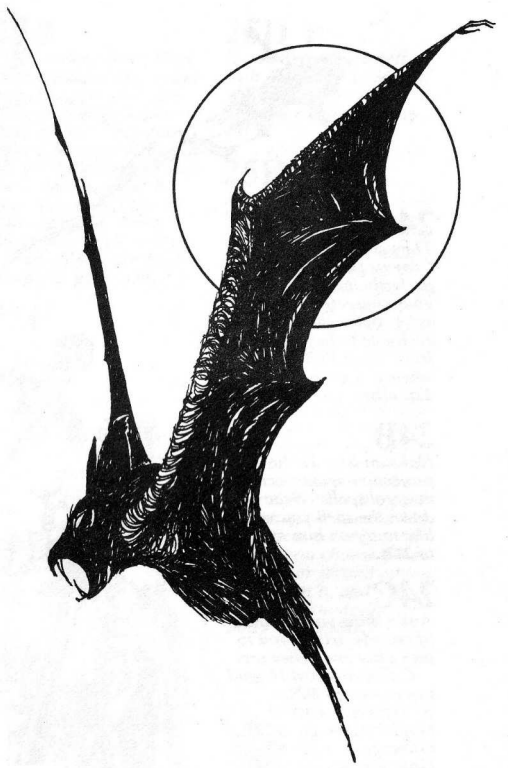


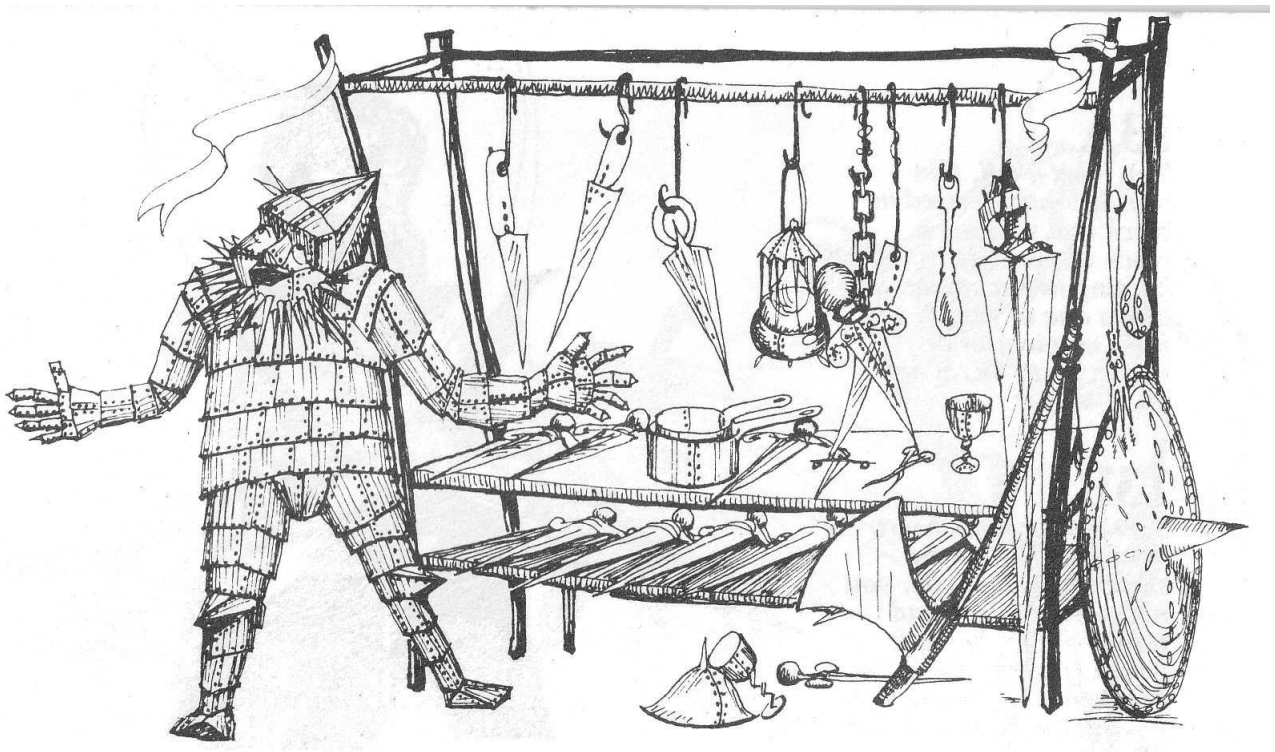












He is armed with a broadsword in his right hand, and instead of a left hand, he has a double-bladed war axe (4 dice plus 3).

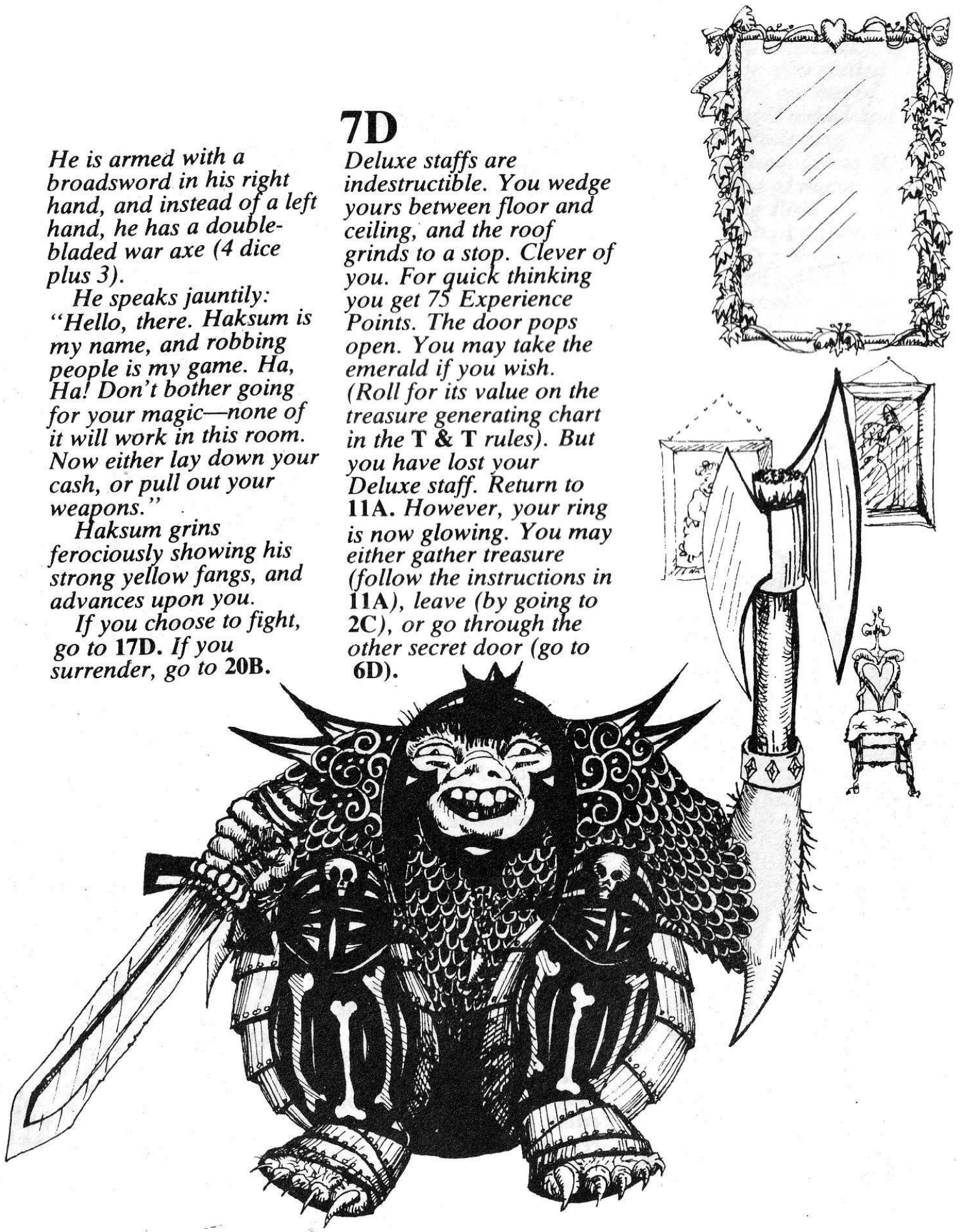
He speaks jauntily: "Hello, there. Haksum is my name, and robbing people is my game. Ha, Ha! Don't bother going for your magic—none of it will work in this room. Now either lay down your cash, or pull out your weapons."

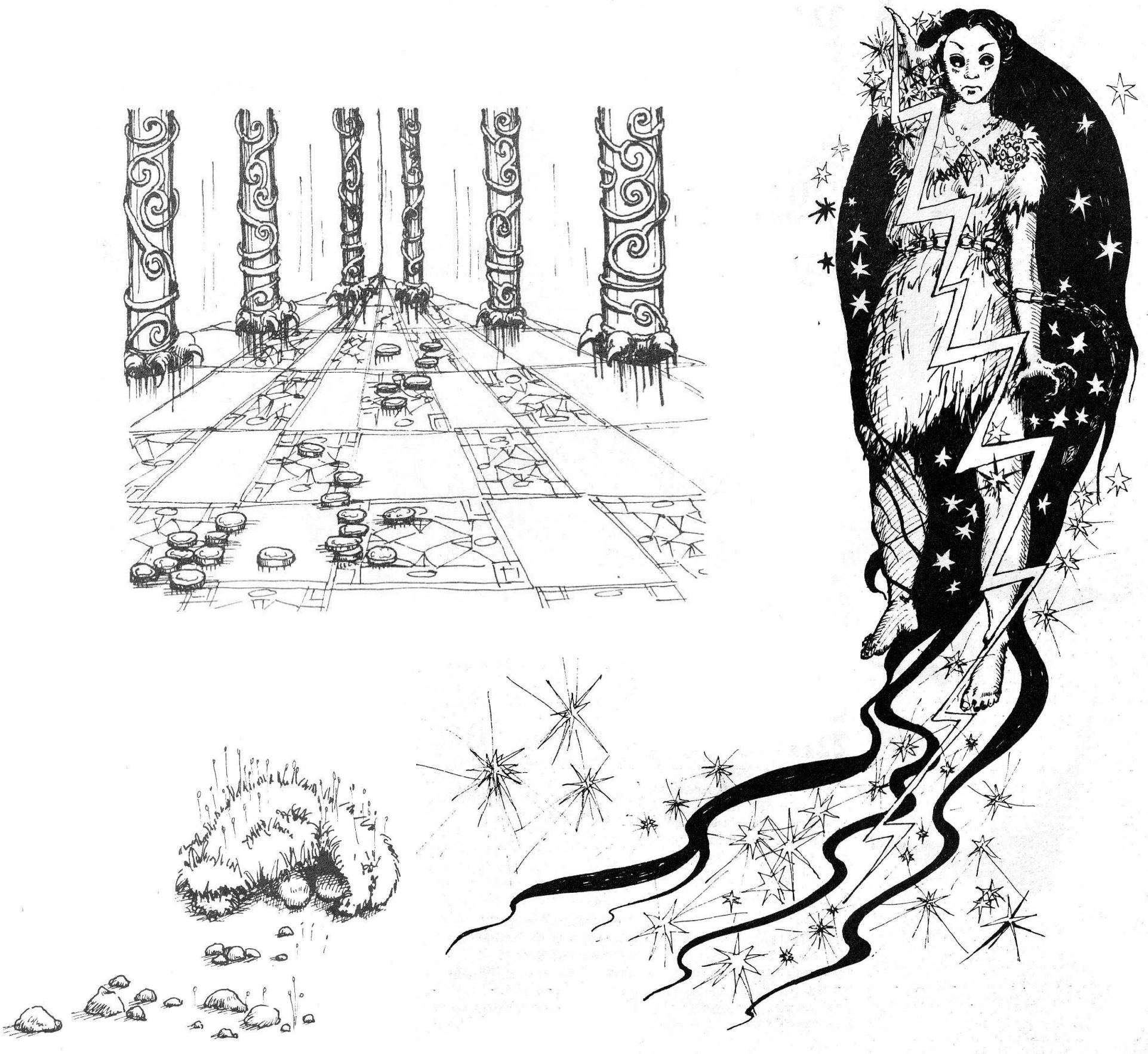
Haksum grins ferociously showing his strong yellow fangs, and advances upon you.

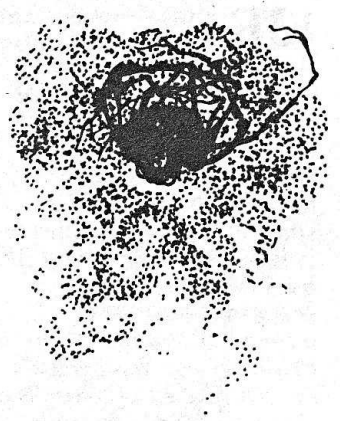
If you choose to fight, go to **17D.** *If you surrender, go to* **20B.**

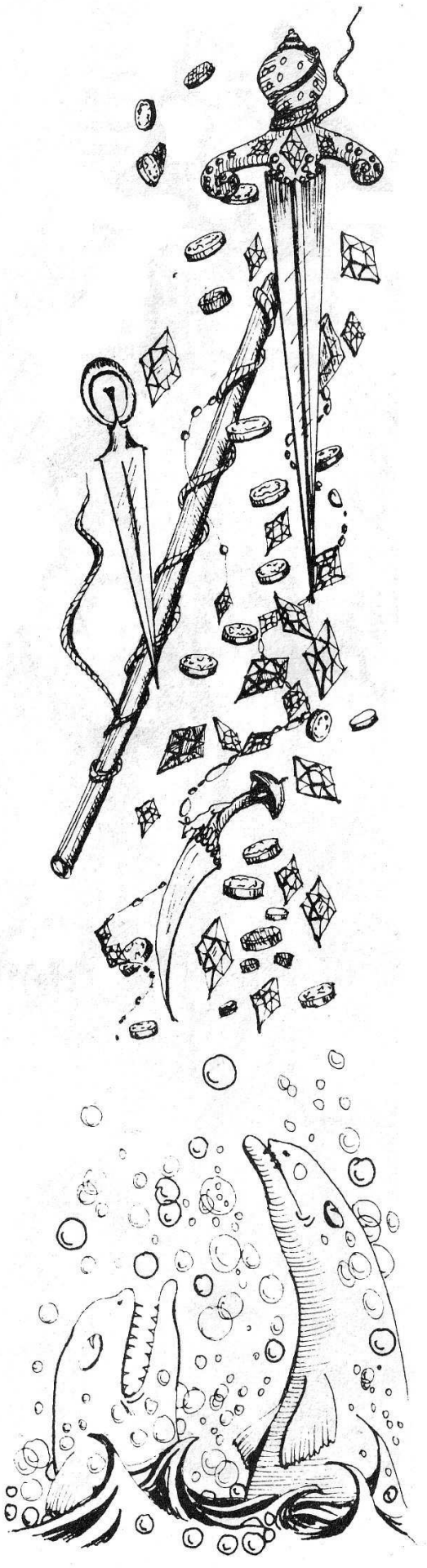
7D

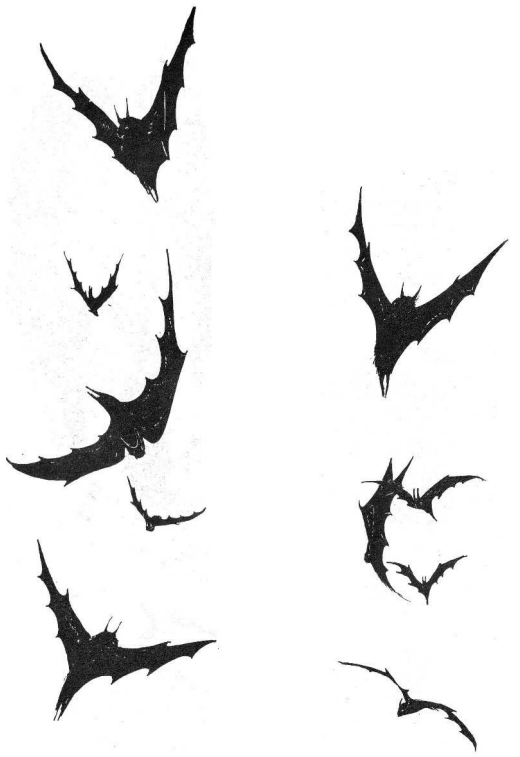
Deluxe staffs are indestructible. You wedge yours between floor and ceiling, and the roof grinds to a stop. Clever of you. For quick thinking you get 75 Experience Points. The door pops open. You may take the emerald if you wish. (Roll for its value on the treasure generating chart in the **T & T** *rules). But you have lost your Deluxe staff. Return to* **11A.** *However, your ring is now glowing. You may either gather treasure (follow the instructions in* **11A**), *leave (by going to* **2C**), *or go through the other secret door (go to* **6D**).

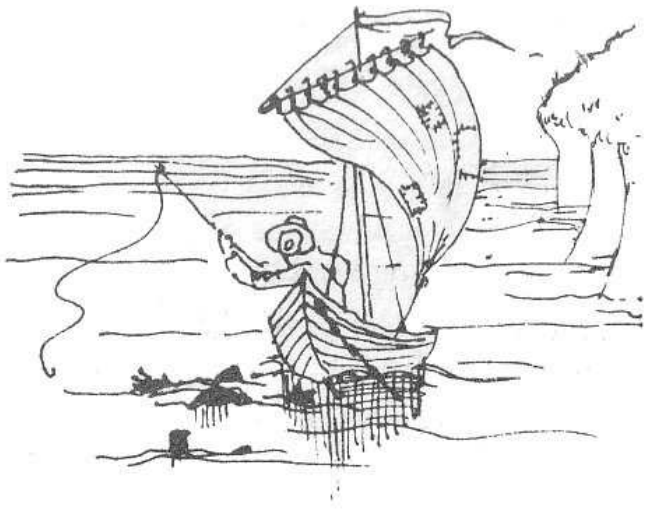


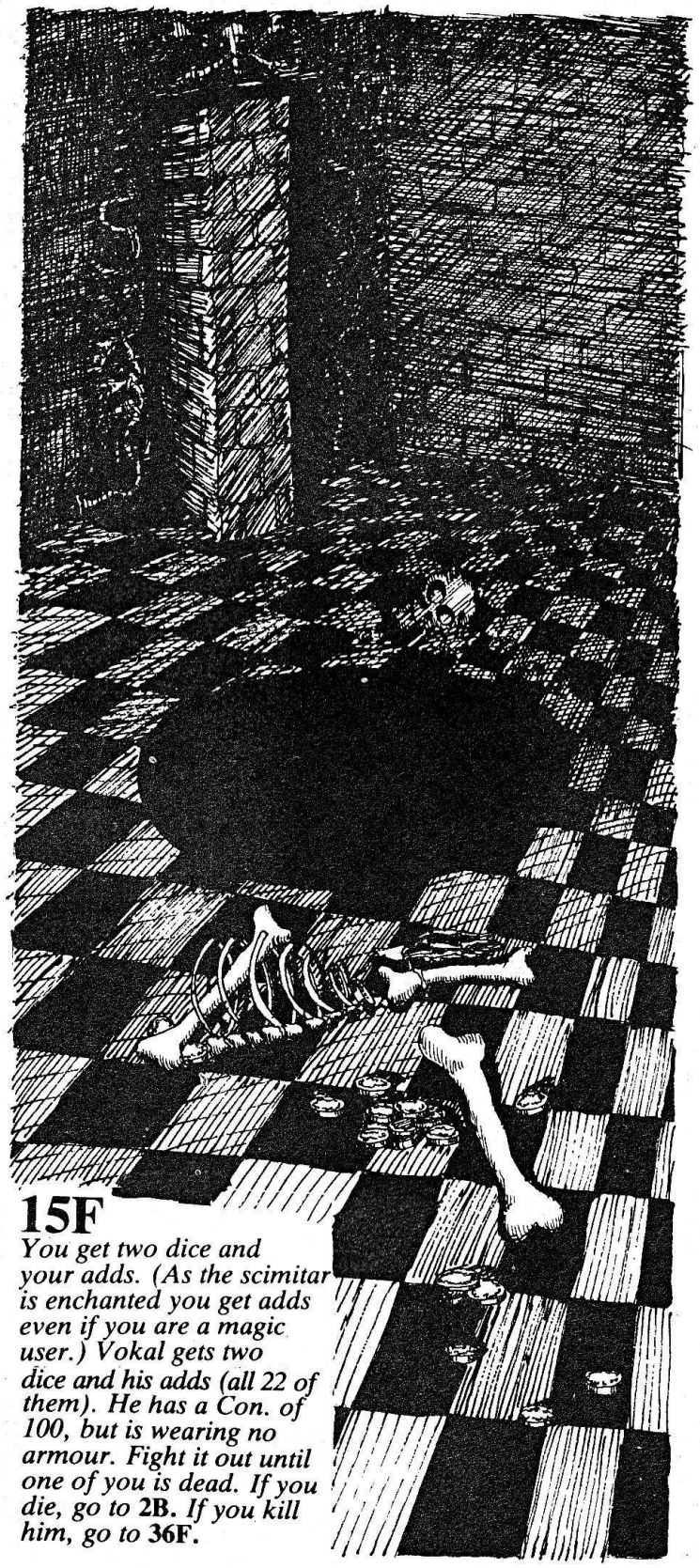






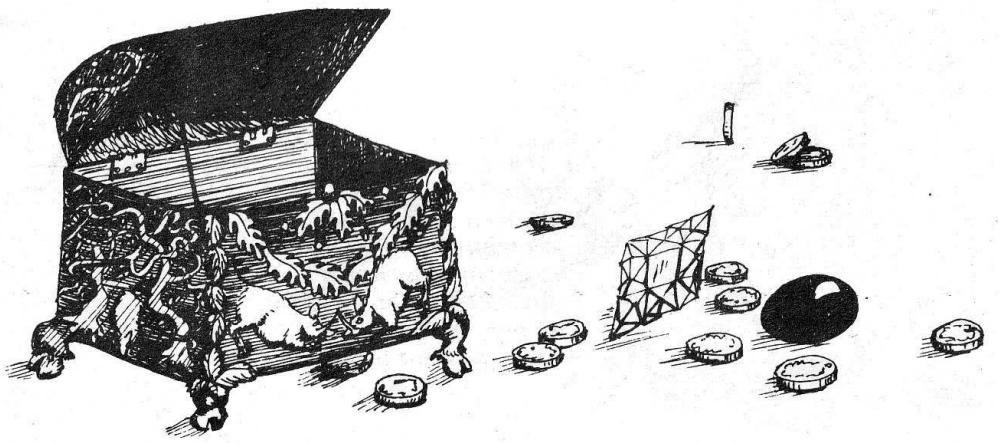


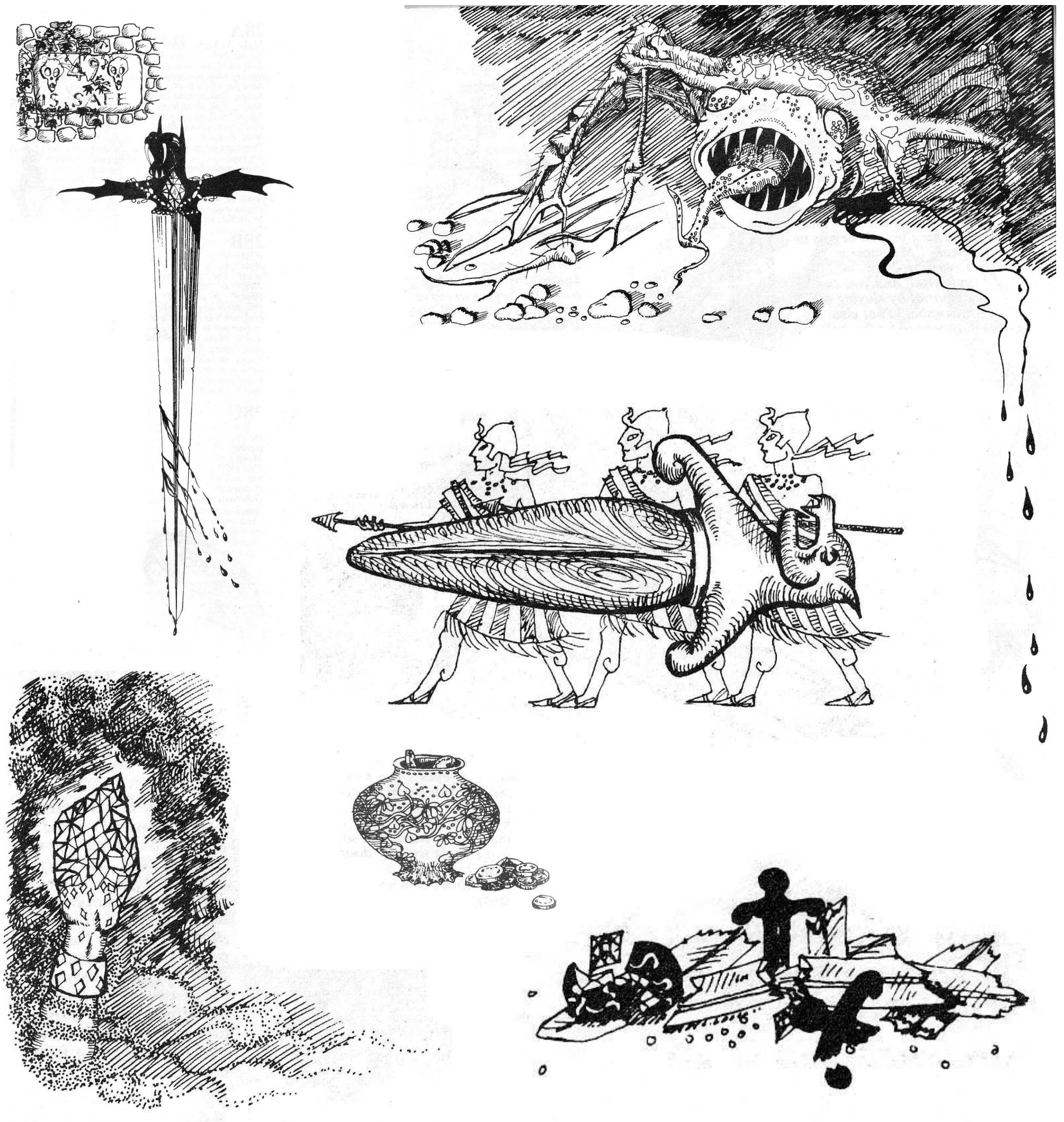




15F

You get two dice and your adds. (As the scimitar is enchanted you get adds even if you are a magic user.) Vokal gets two dice and his adds (all 22 of them). He has a Con. of 100, but is wearing no armour. Fight it out until one of you is dead. If you die, go to **2B.** *If you kill him, go to* **36F.**

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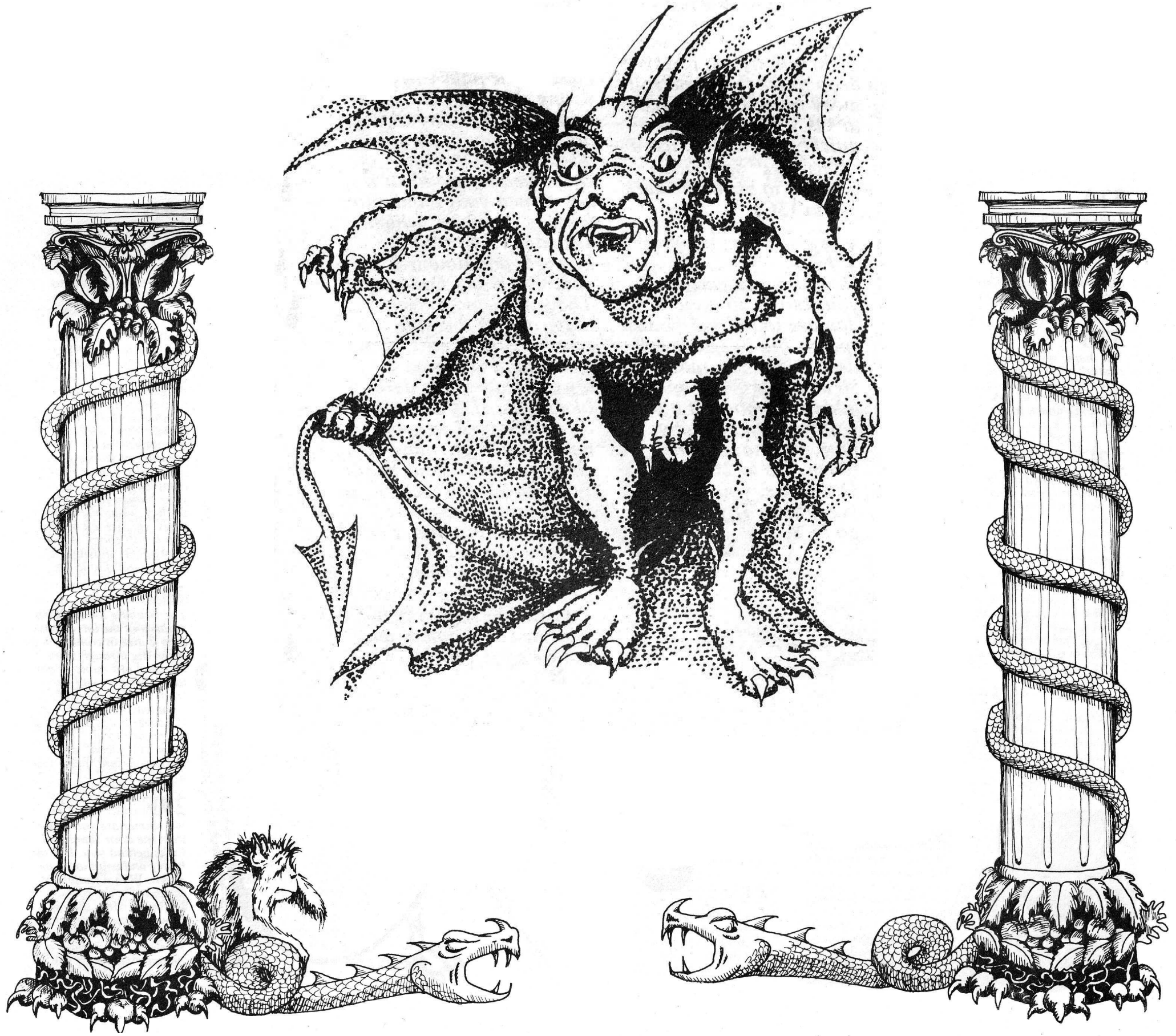
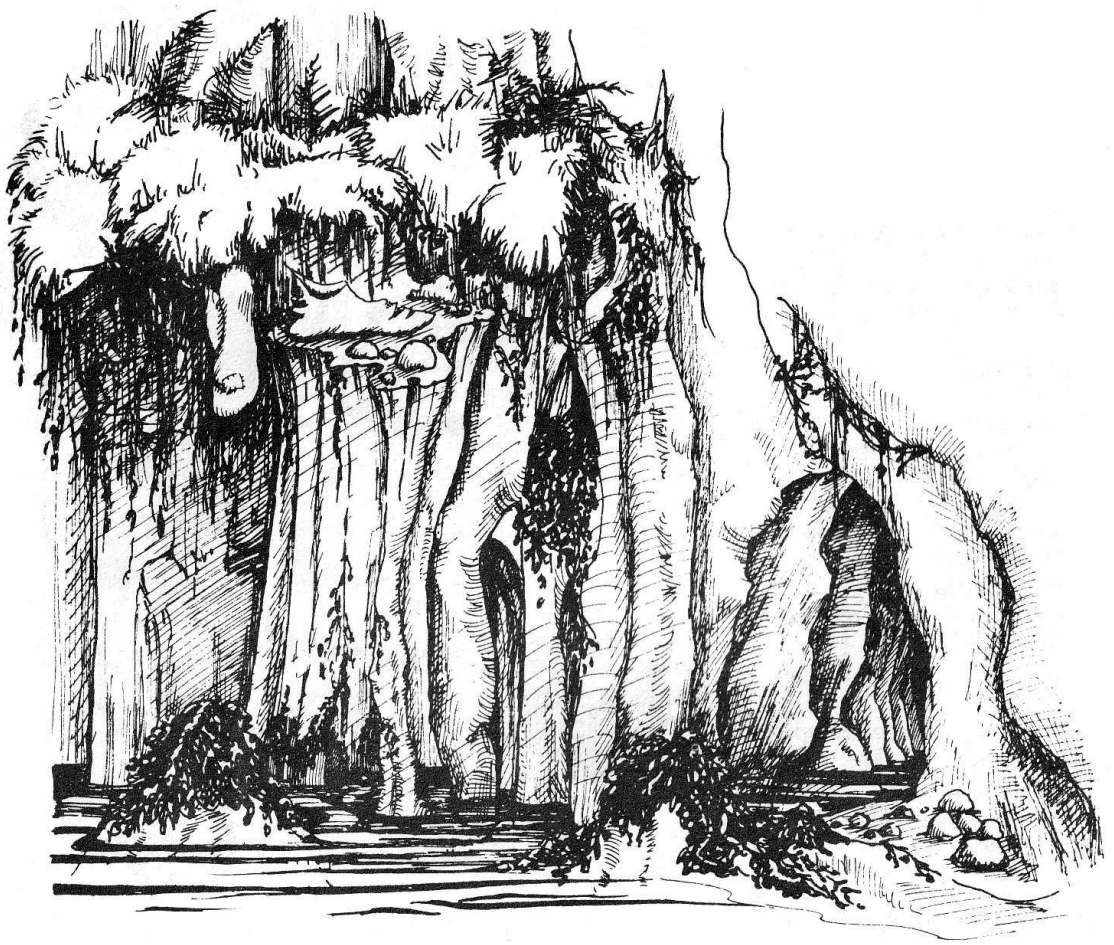
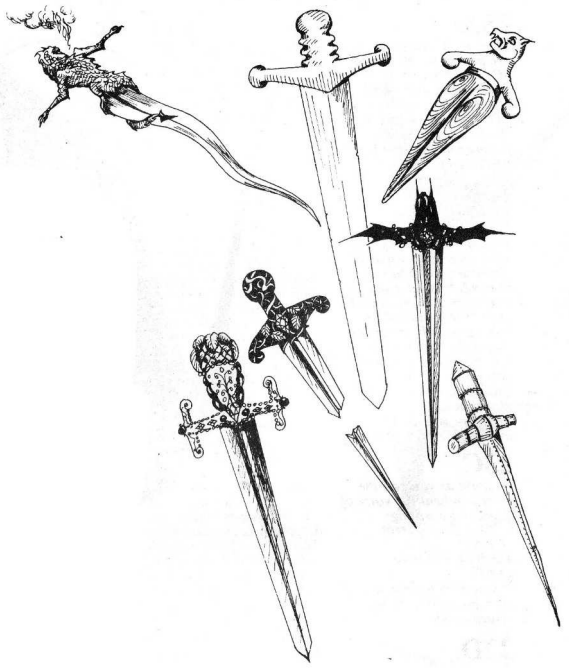
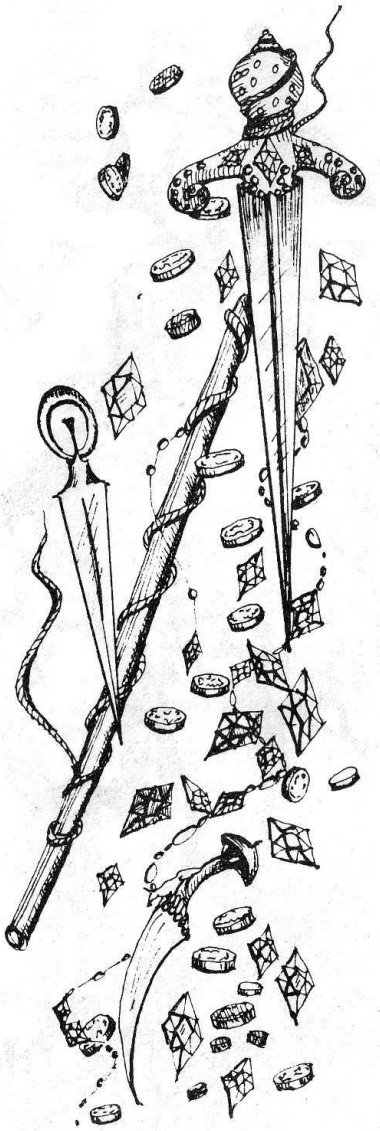
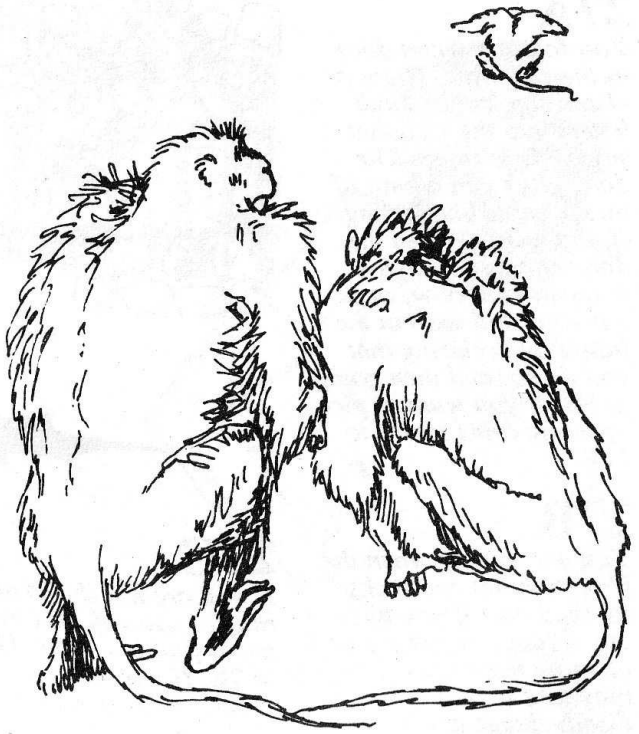
IS SAFE

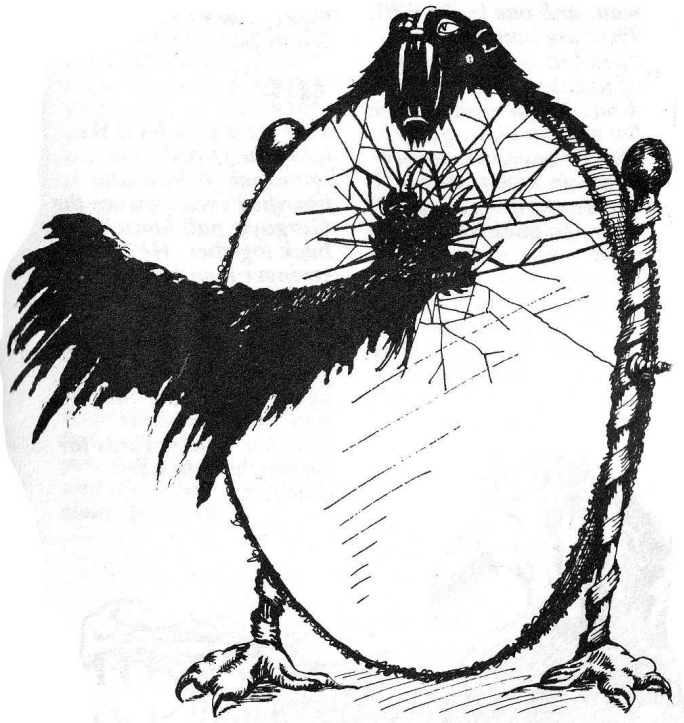


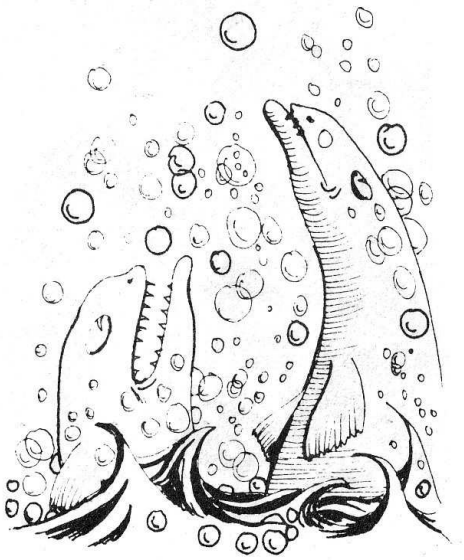


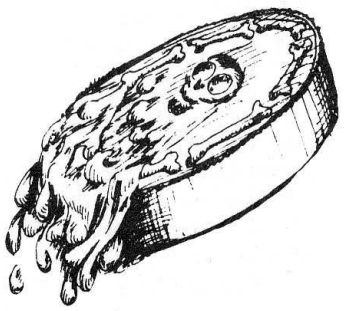


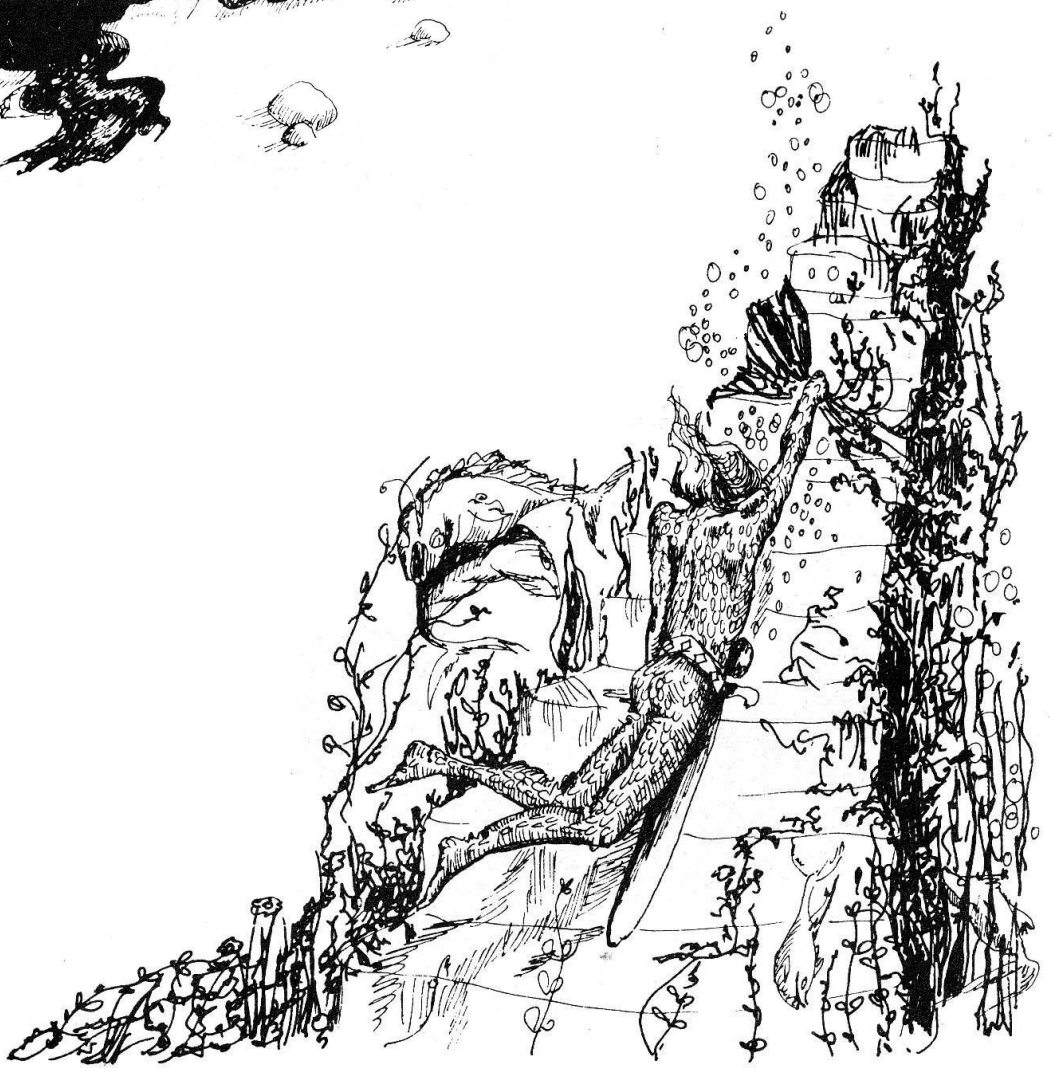


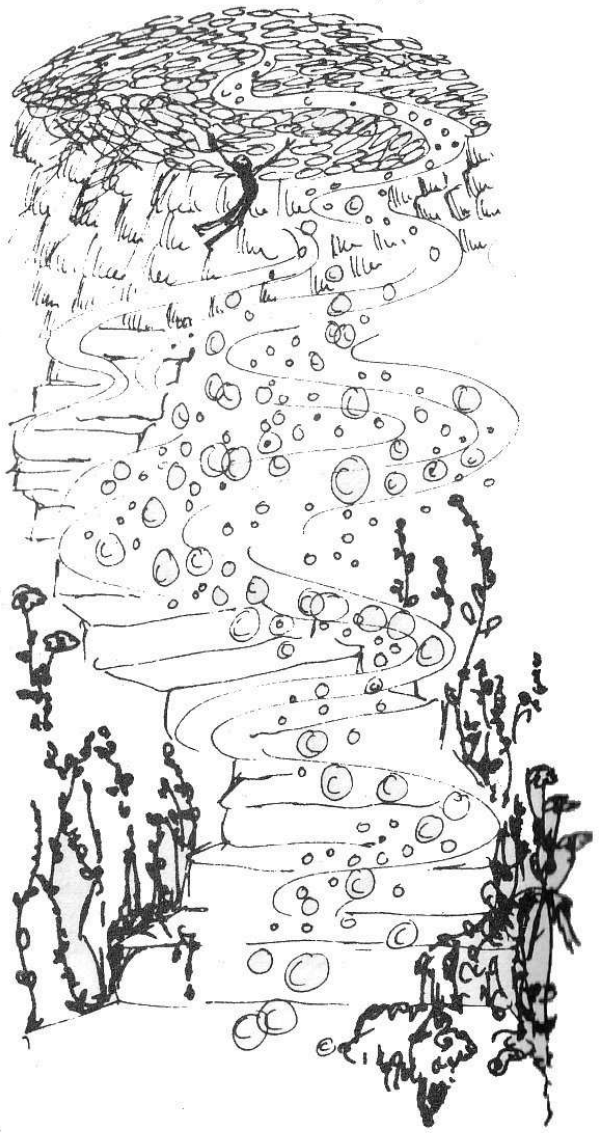












SOPWITH

A GAME OF W.W.I AERIAL COMBAT

2 - 6 PLAYERS

AGE 9 - ADULT

Game-length variable - 15 mins to 2 hrs

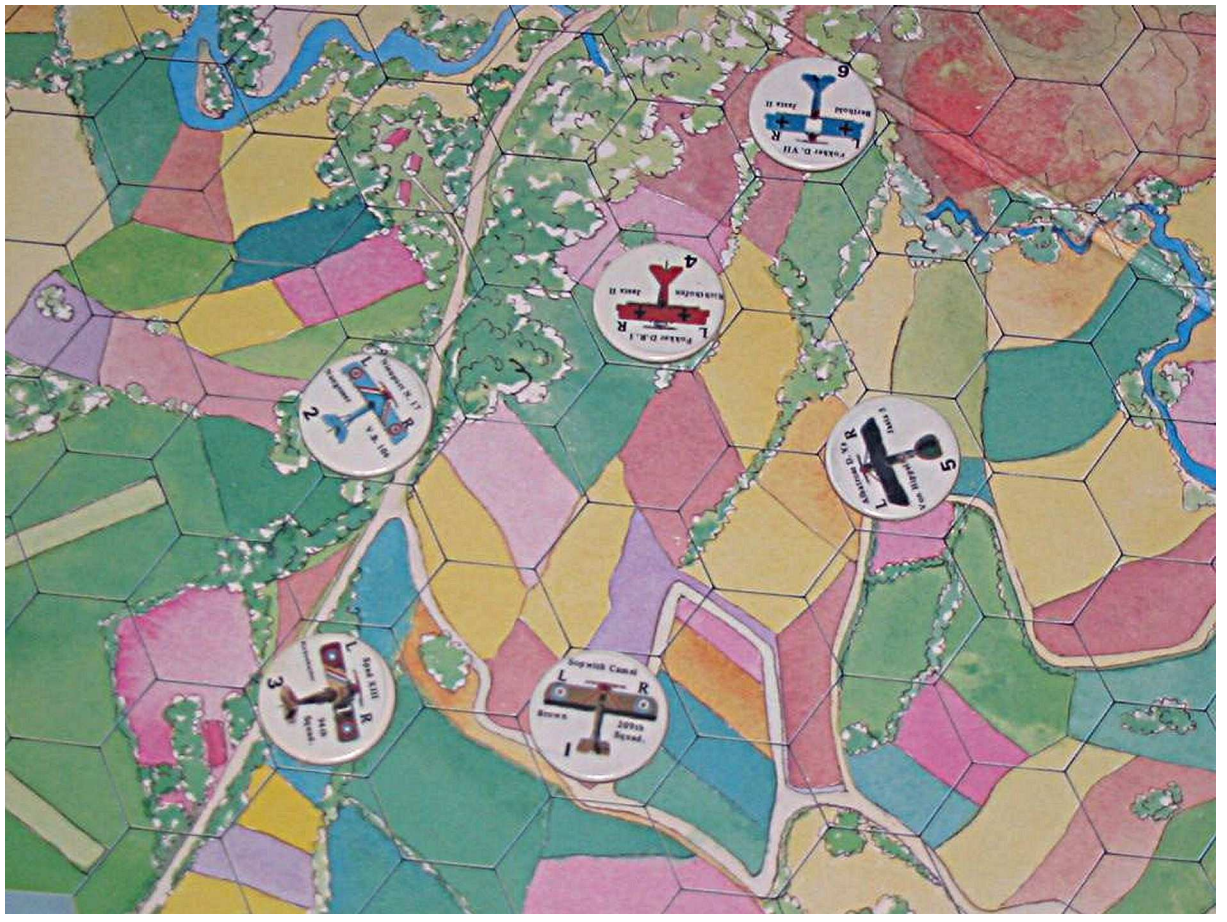
Simultaneous movement

Secret planning of moves

Easy to learn

Optional rules for added interest

GAMER



GAMER

SCIENCE FICTION

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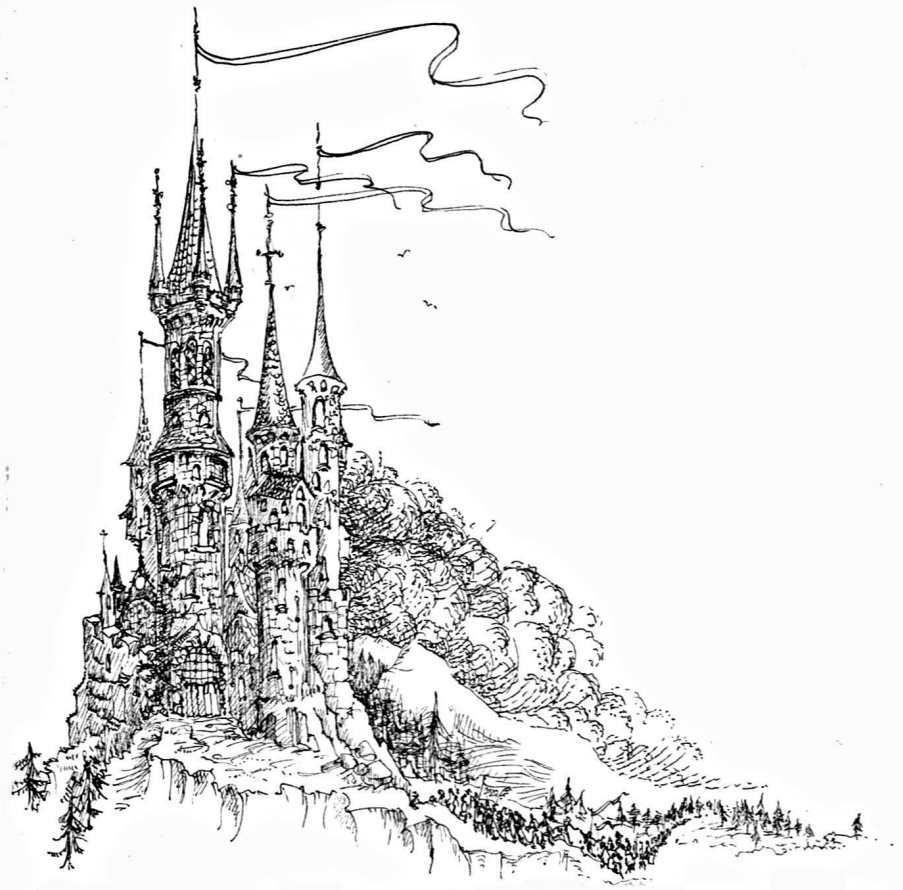
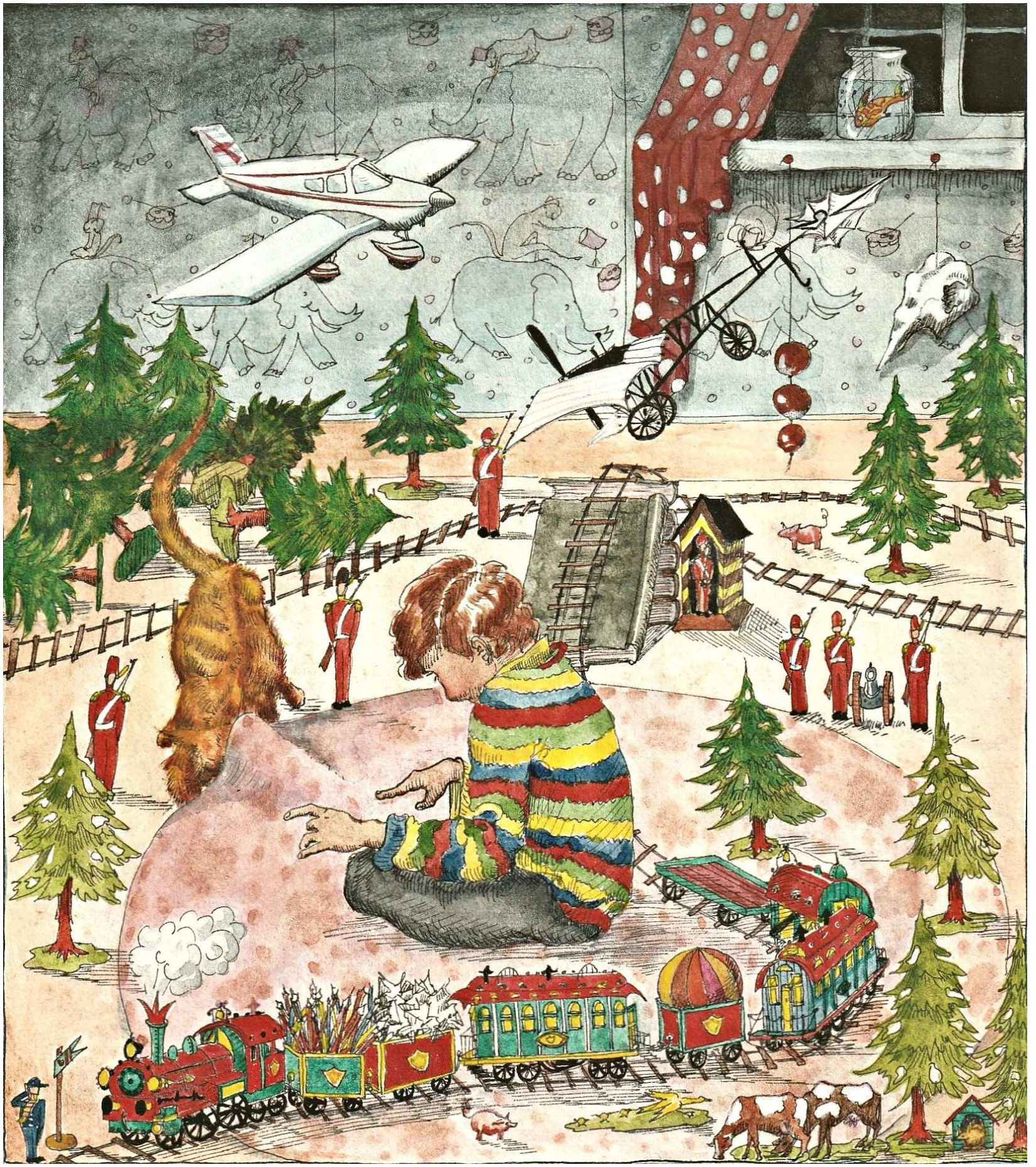
FANTASY

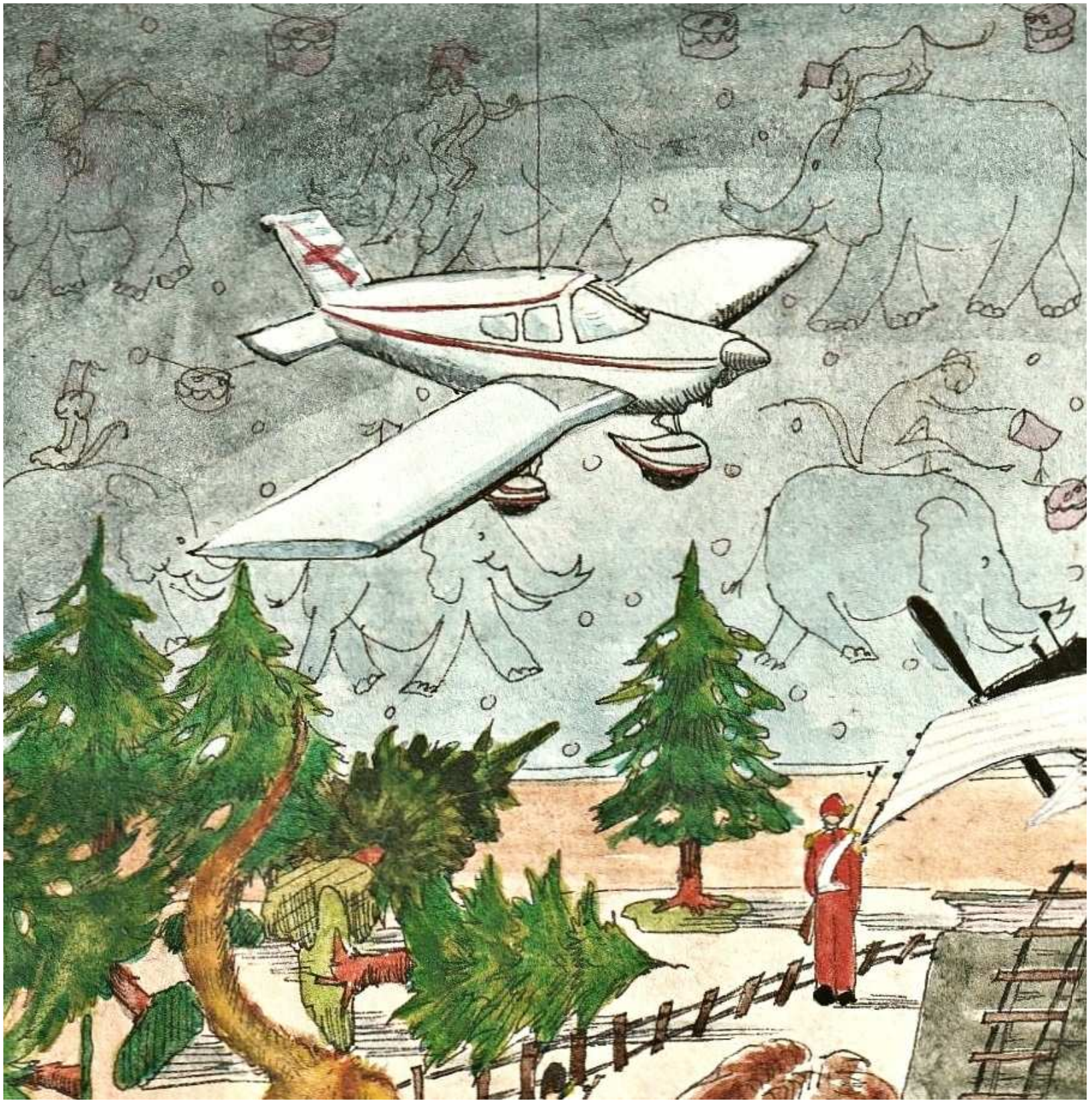
PRICE LIST

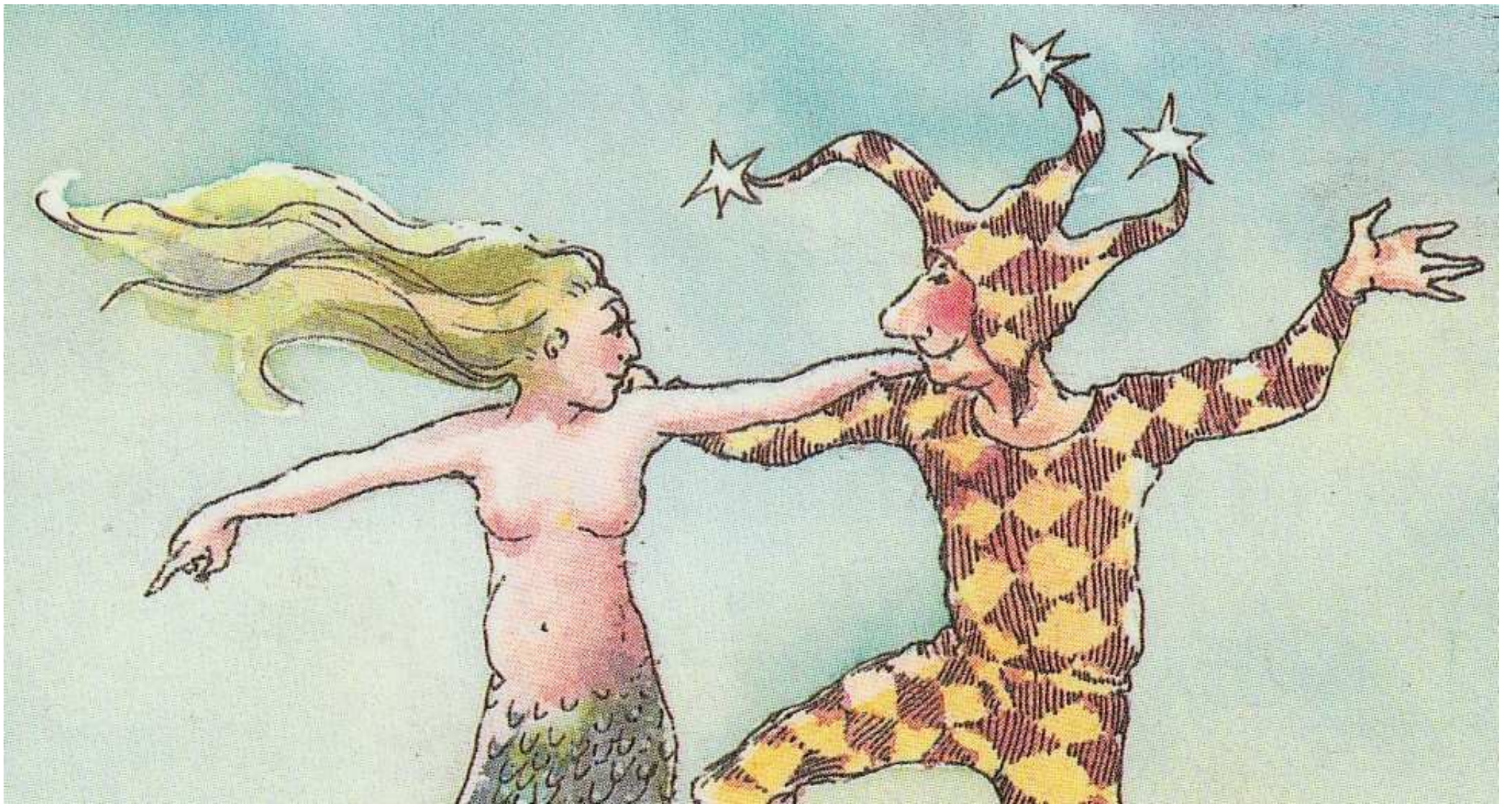
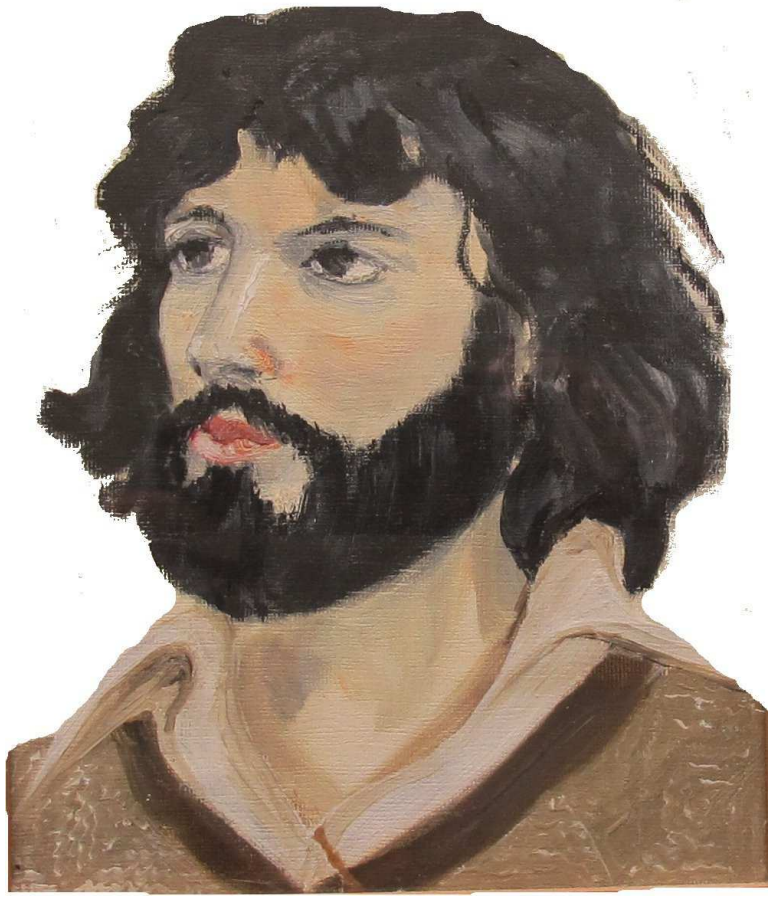


GAMER 18 SYDNEY ST. BRIGHTON TEL(0273)698424

MUSTARD







Collected and arranged,
with love, by